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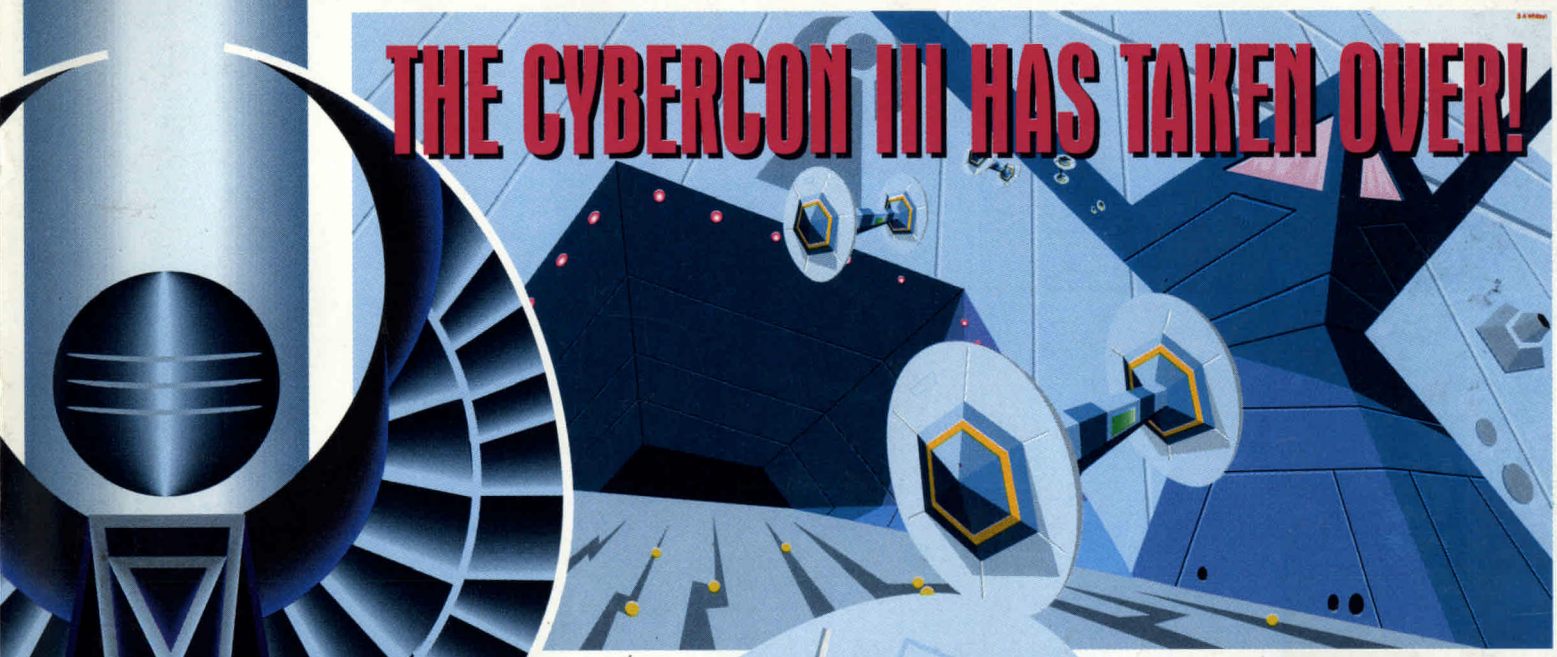

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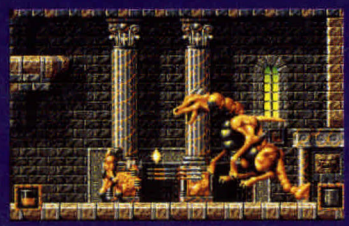

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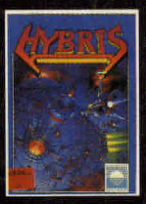

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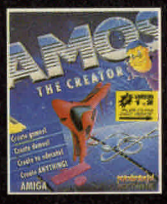

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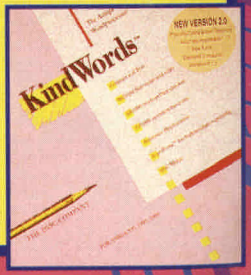

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EPIC FULL GAME

This month's amazing full game, Purple Saturn Day, comes courtesy of Infogrames. You must partake in a very weird space Olympics in order to win the love of the Purple Saturn Day Queen!

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Up to the moment news on what's happening in the Amiga scene. We preview soon-to-be-released games and give you the lowdown on their development.

Amiga Action '91 Style... 12

Well, you have now seen the totally original and highly informative reviewing system in action and the response has been excellent. A job well done!

Super Leagues.....14

We've compiled the most informative set of games charts that you could ever hope to see. If there's a game that you require then look no further.

Action Cover Disk.....16

This month we've got two corking demos and an amazing full game! Amiga Action presents Hero Quest from Gremlin and Metal Mutant from Palace on disk 9 and Purple Saturn Day from Infogrames on disk 8.

Boggit's Domain 21

If adventures are your love and you're having a few problems then your best bet is to ask the Boggit. You can guarantee that he'll have all the answers.

Applied & Utilised.....52

It would probably be wise to skip to the none-games feature straightaway, if it's hardware and utilities that turn you on – a break from games for those boffins.

Tech – Spec.....58

The highly successful Tech—Spec has a new writer. Paul Austin is the new man who will help you through the complex world of Amiga DOS.

Giving the Game Away.....67

This month's GTGA sees the final part of Car-Vup from Core Design, SWIV from Storm, The Killing Cloud from Mirrorsoft and the ever-helpful Small Tips from us.

Rome Wasn't Built In A Day.....63

It's back to the good old days of the Roman Empire in this mega-compo from Electronic Arts with all their recent releases up for grabs!

Warzone In Progress 101

Warzone is the latest release to come from the highly successful Core Design. We take a look at how it is shaping up and just what goes into a game of this like.

Late Kick Off.....98

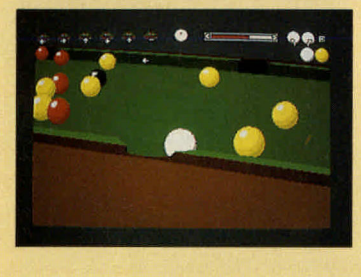
To cover those games that didn't quite make the issue deadline we offer you a little summary just to whet your appetite. If we believe that they deserve another more in-depth review they wil be given the full treatment in the next issue.
The games that appear in this issue's Late Kick Off are:

I Play 3-D Soccer, Othello Killer, Blitzkrieg, Action Sations, White Death, Encounter, Hunter, Gauntlet III, R-Type II and Predator II

SIDE LINERS

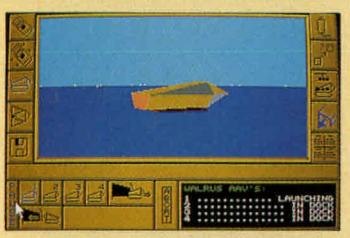
MIRROR IMAGES

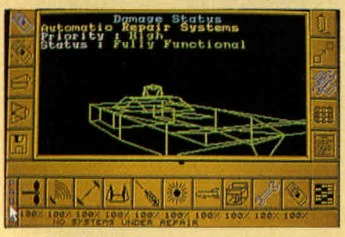
Two classic games are to be re-released on Mirrorsoft's budget label Mirror Image. First out of the hat is 3D Pool, which surprisingly enough is a pool simulation. What makes this game so unique though is the ability to view the table from any angle and rotate, zoom and tilt until you've found the required view. Two players can participate against each other, or if you feel confident enough, you could take on the super intelligent computer controlled opponents.

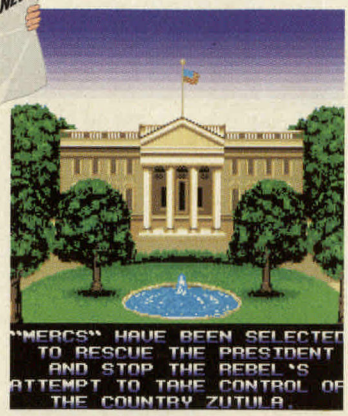


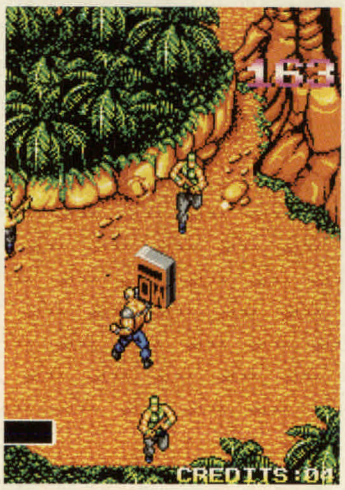
The second budget release is Carrier Command, which caused a press sensation when released around three years ago. The game was programmed by Real-time Software and left most game reviewers dribbling from the mouth due mainly to the stunning 3D vector graphics. It's generally a blend between arcade combat and strategy based in an incredibly large and ferocious game world. Two game scenarios are provided, either strategy or action.

Both games should be out by the time you've read this retailing at the very reasonable price of £9.99.

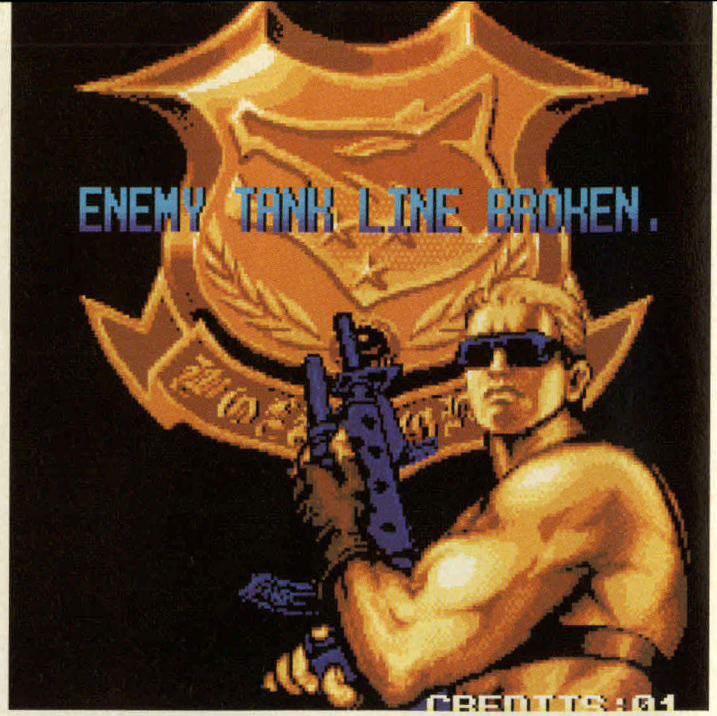








Throughout each level you'll be faced by several enemy watch towers. A shower of grenades is usually dispatched from such towers, so you'll need to pile plenty of laser fire at the tower to destroy it.



PURE GOLD

The former president of the United States has been taken hostage by a group of revolutionaries while on a world peace bid in central Africa. For diplomatic reasons a full scale attack by military forces must be avoided as the situation must not reach the public. The mission is to be taken up by an elite group of mercenaries known as the Mercs.

Either one or two players can participate in Mercs, a multi-directional scrolling romp through the steaming deserts of Africa. Using all your combat skills and anti-terrorist tactics, you must land deep in enemy territory, wipe out the advancing tank battalion and neutralise a special attacking force known as the Scorpion. Once you've broken through the front line, the enemy HQ must be cleared and the President freed.

Mercs is written in a similar mould to the old classics Ikari Warriors and Commando. The aim of the game is to advance in the direction of the arrows and fight your way through eight levels of resistance, including deserts, jungles, villages and finally the enemy HQ. Throughout the mission you can salvage extra weapons left from retreating forces and pick up food to increase your chances of survival. The climax to each level is a huge guardian, usually one of the largest pieces of enemy hardware available. Such guardians are capable of absorbing several crates of ammunition.

Available from US Gold, we'll hopefully see a review next issue.

At the end of each level you'll be set upon by one of the revolutionaries' most formidable pieces of hardware. Taking out this Harrier jump jet is no mean feat so you'll need plenty of ammo.

Although the game begins in the sweaty desert of central Africa, as you progress you'll meet the enemy in villages (as here), jungles and finally the enemy HQ.

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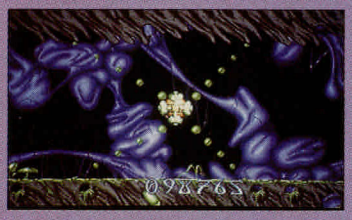
SIDE LINERS

TENTACLE

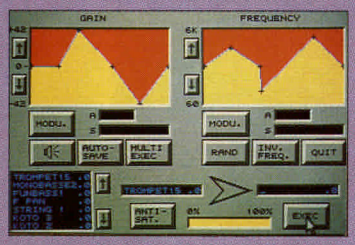
Millennium are moving into the crowded world of shoot'em ups with their latest release Tentacle. The game boasts three level parallax scrolling combined with massive alien sprites and a unique hero vessel control system.

Taking into consideration previously released Millennium games, this should be something to look forward to. We wait with bated breath.



MUSIC MAESTRO

Music Master, a fully MIDI compatible musical studio from Ubisoft, allows you to create and modify sound samples at will. The complete package comes with MMTOOLS, a program to recover sounds and integrate music into your own programs. Also supplied are 10 complete music scores and 100 professional sounds.



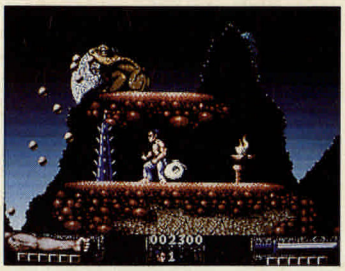
GALACTIC

Just a quick note to say that Stavros Fasoulas, who programmed Sanxion, Delta and Quedex on the Commodore 64, is currently working on Galactic, set for release within the next few weeks.

The game has three plane parallax scrolling, 50 sprites with a picture update of 50 fps and features a full eight direction mirror playing area. If you wish for further details you can contact Stavros on 010 358 409041.

NEWS

IMAGEWORKS LOOK TO THE FUTURE



JAPANESE FROLICS

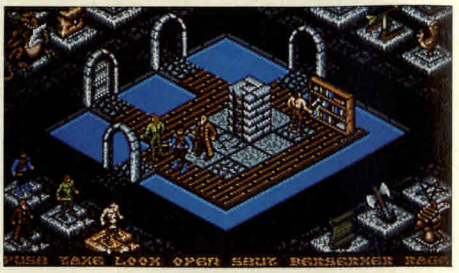
A demon has orchestrated the mutilation of your master and moved into Japan with his faithful acolytes. He immediately takes over control of Japanese society which includes strange humanoids and robots all ready to defend their master.

In First Samurai, you play the role of the hero and must avenge the killing of your master and free Japan by fighting your way through several progressively scrolling domains. Check it out in Autumn 1991.

A LEGEND IN THE MAKING

Programming team Tag, the people responsible for Bloodwych and other fantasy role playing games expect to complete their latest program Legend by the end of the year.

It is set in a sad, dark world where happiness is just a feint memory due to a huge malevolent power that has taken control. You play the part of a young hero who must battle his way through isometric 3D surroundings in search of freedom.



DOMARK MAKE THEIR MARK

DEEP TROUBLE

Female swimmers are mysteriously going missing and it's rumoured that Madam Q is conducting hideous human experiments to create a race of Lizard women. In Thunderjaws you must infiltrate and destroy her highly protected base using the weapons that her fallen faithful have carelessly left behind.

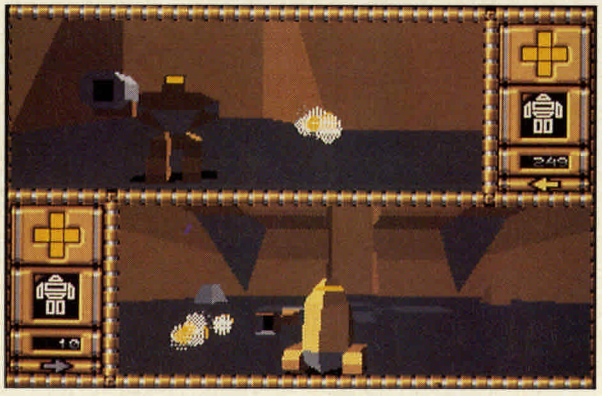
The game takes place over several levels and boasts eight-way scrolling and arcade quality graphics. You'll be able to checkout Thunderjaws when it's released in June.

HOME RUN

By the time you've read this R.B.I. Baseball should be available. Not only do you get to play the game, you'll also be able to sit in front of your monitor sporting a baseball cap that's given away with the package!

If that doesn't turn you on then the game might, as Baseball allows you to pick from any one of 26 teams, each with a roster of 24 players. Once a team is selected you can participate in the action. The game boasts various camera viewpoints and several arcade sequences.

ELECTRONIC ARTS TRIO



FIGHT NIGHT

Cyber Fight is the name of an arena-based sport set in the future. You must employ five mortals to form your team and take on either a human or computer controlled opponent. As you progress you'll be able to kit out your team with weapons and train each member individually.

The game is currently being produced on the IBM PC, with an Amiga version following very soon after. Electronic Arts claim that it's the first Virtual Reality combat game on a home computer. We shall see!

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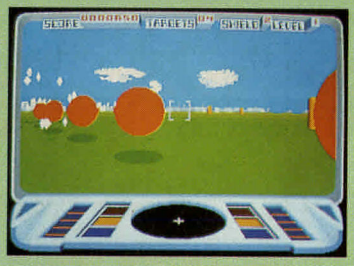
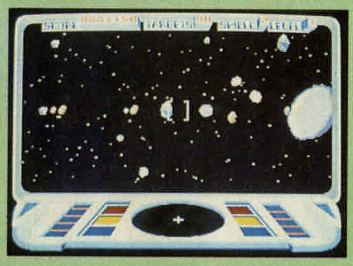
SIDE LINERS

AMIGA ENCOUNTER

Novagen Software have just released news of their latest product entitled Amiga Encounter. Written by Paul Woakes, author of the highly successful Mercenary series and Damocles, it is a 3D, high-speed arcade action battle simulation set in the future.

Encounter was originally written by Paul on C64 and now the game has benefited considerably with the 16 bit release. Novagen have kept fairly quite about the game but we will try and give you more information as soon as we receive it. The price is expected to be around £20.42.





THE MANTA RAY

SpectraVideo's Logic 3 series of joysticks has just taken on a new recruit called the Manta-Ray. This is the sister stick of the Sting-Ray and looks very much like the Speedking from Konix.

It is hand held and features three firebuttons all of which are easily accessible for maximum comfort. At the ECTS, SpectraVideo also had a new Sting-Ray on show. The design is still the same but the microswitches have been improved considerably requiring less pressure on the stick and buttons in order to get a response. We at Amiga Action use the Sting-Ray and Manta-Ray and definitely recommend them.

The Manta-Ray standard retails for £12.99 and the auto-fire stick will be £14.99.

THE TEAM GET TOGETHER

It has just been announced that Team 17, a new company to the Amiga scene, are to be releasing two products to kick off their arrival. The first is a martial arts game entitled Full Contact which we will be previewing in the Late Kick Off section. The other is Alien Breed set in the same style as Gauntlet.

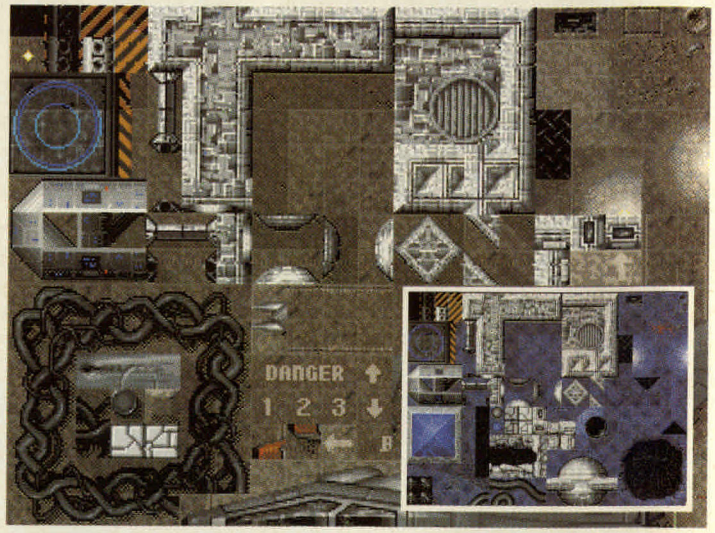
Alien Breed is a top view race against time and some pretty horrendous monsters that have been taken straight from the Alien movies.

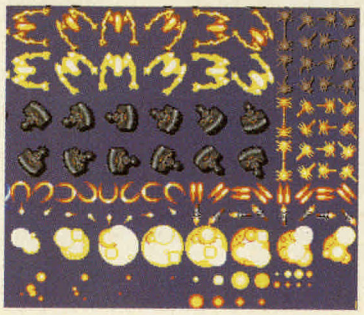
With an option for two players, you must charge around the maze-like space colony clearing the many different levels of aliens and securing the colony against further invasion.

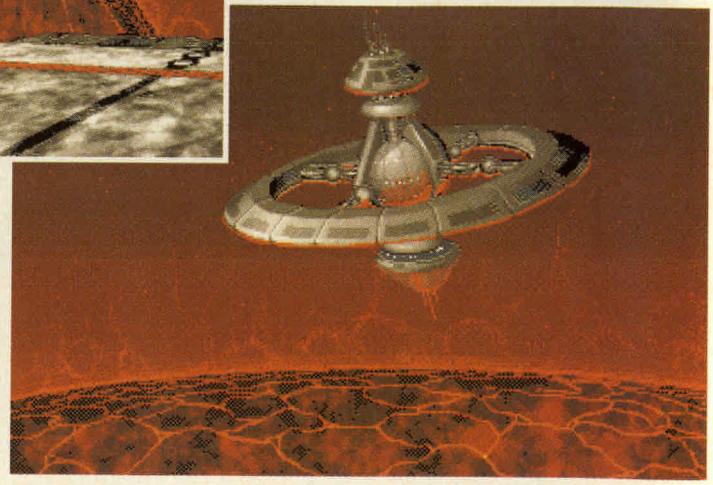
Each level features an end-of-level nasty that will need to be hit several times before it is destroyed. Each one is very menacing and most are hiding something like an exit door that you must escape through.

Your final goal is a confrontation with the Queen Alien herself who is laying the eggs and causing all the trouble. Fortunately, the colonists left a bundle of weapons scattered around the many different levels and these can be accessed by logging onto computers. A map is also available from the computer which should also help you in your quest.

Team 17 state that after Full Contact all their releases will only be available for 1 Meg machines. The screen is full size and the levels are absolutely massive. A price has not been set but we will have a full review next month.





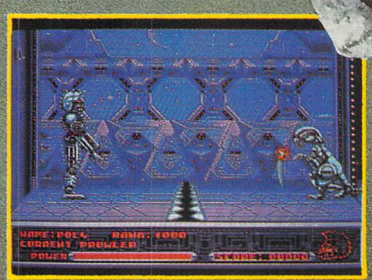


Alien Breed is the second release for new software house, Team 17. Only available for Amigas with one meg, it Breed tells the story of a colony that has been overrun by alien lifeforms. They have totally destroyed the colony station and are breeding furiously in the lower levels. While stopping off at the base you discover what has been going on and take it upon yourself to destroy the aliens and their queen who is laying all the eggs. Alien Breed features eight directional scrolling and full screen display.

METAL MUTANT

Metal Mutant is the ultimate future battle machine, sent to the planet Kronox to search out and destroy the tyrant Arod 7. A miracle of future bio-technological science, Mutant can transform at any stage into three different robotic forms. Mutant has a huge range of different combat moves as he fights his way across Kronox. He fights not just tooth and claw but tooth, claw, missiles, rope, shield, whip, torpedo, battle computer and remote flying droid.
Metal Mutant is a science fiction exploration and combat epic featuring over 160 fully-bitmapped screens, 24 different combat moves, intriguing puzzles and more than 40 different enemies plus end of level guardians.

AMIGA · ST · PC



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ENTER A NEW WORLD OF GAMES REVIEWING!!!

From the premier Amiga games magazine comes a world beating rating system that provides the answers to all those, as yet unanswered, questions...

The new system that has enabled this major advance in game scoring is called **'The Amiga Action Super League'** and it uses a ranking system in addition to a traditional percentage score.

How the league system works

There is a Super League for each type of game. Each new game that comes in for review is put into one of these leagues based on which type of game it is. Every league has its own icon to make things easier to understand.

Once a game has been placed in a league, its position within that league is decided. Essentially the reviewing team decides which games of the same type it is better than and which it is worse than. This means that for the first time in magazine reviewing, games are being compared against games of a similar type instead of against all games in general.

The results of the reviewer's decision is displayed both on the review itself and on the League table pages elsewhere in the magazine.

Other changes to Amiga Action

It's not just the scoring system that has been redesigned. The entire magazine has been rethought to give you even better coverage of the expanding Amiga Games scene.

As you will have noticed the review layouts are stunning and they feature some amazing new innovations.

First on the list are what we call **'Digi-Scapes'**. These are perfectly joined screenshots which show what the entire playing area of a game looks like.

Next comes **'Role Call'**. These are panels showing the various characters from a game and what movements they can perform.

Reviews now also contain special **'Annotated Screenshots'** which help to illustrate what the objects and gadgets in a game do.

Last but not least we have our

'In Action' sequences which are used to tell stories or show how each move in the game affects your situation. These are particularly useful for describing puzzle games.

And new features too!

As well as improving our reviewing system and page layouts, we have taken this opportunity to add some more features to Amiga Action.

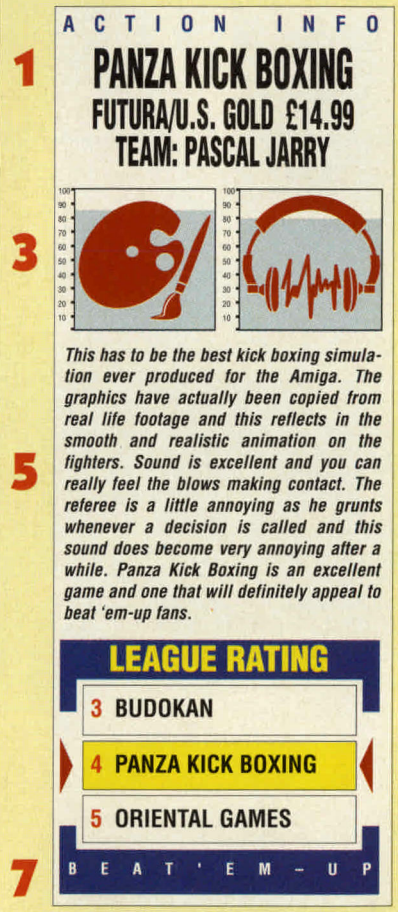
There is now a regular mini reviews section called **'Late Kick Off'.** Here games that came into our office late in the month are evaluated. They don't get the full Amiga Action treatment and the games are not placed in the Super League until the following month, but it does give an insight into what the games are like. The best ones featured in Late Kick Off will be reviewed in the next month's magazine.

Also a regular feature is our look at non games products for the Amiga. Two pages devoted to disk drives, modems, utilities and other useful gadgets. It's short and snappy and keeps you up-to-date with the rest of the Amiga universe.

The all action coverdisk

Response to our putting a coverdisk on Amiga Action has been amazing! So popular in fact that we are now selling 6,000 more copies than before the arrival of the disk! Of course with public response like that, we couldn't do anything but make the coverdisk a regular (that's every issue!). We'll guarantee you up to date demos and sample programs. You can't lose really, can you?

TRICKS OF THE TRADE EXPLAINED



1 *Obvious, but essential, information can be found at the top of the Action Info scoring panel.*

2 *Every review includes details of who actually created the game. This will take the form of either a development team's name or the individual programmer's surname.*

3 *The quality of a game's graphics is one of the key factors in deciding whether or not to make a purchase.*

4 *As with graphics, sound gets its own special rating.*

5 *The most important aspect of an Amiga Action review is the reviewing team's comprehensive comment.*

6 *The League Rating panel informs you of where in the Super League the game under review is placed.*

7 *This line tells you in which league the game under review has been placed.*

TOP RATED AWARDS

Only games which will leave their mark on the software world for years to come can ever hope to receive this coveted award. You can rest assured that if you see this symbol on a review, that game is an essential purchase! Games that recieve 85% and over as the overall score will earn themselves the Amiga Action Accolade award.

We have decided that there are many games out there that, while not all time classics, are superb games that are well worth the asking price. Those games that score 75% to 84% have been given their own award, the 'Amiga Action Recommended'. Again if you see this icon on a review you can be sure that a game is well worth buying.

THE DEFINITIVE DEATH RACE

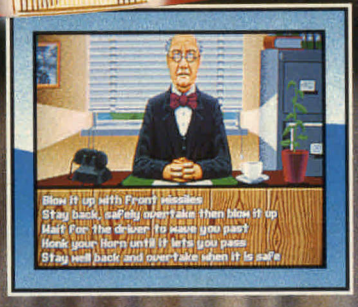
SUPERCARS II

...THE NIGHTMARE CONTINUES...

...Prepare to recommence motorised combat and do battle in the most brutal race of all. With a 1/2 player option, new weaponry, 20 new tracks including bridges and ramps to be jumped and improved graphics, Supercars 2 promises to be an even greater smash than the original Supercars.

Screen shots from Amiga format.

Produced by Magnetic Fields



EXPLOSIVE ACTION

FROM THE CREATORS OF LOTUS ESPRIT TURBO CHALLENGE

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The Amiga Action

A – These games have been awarded an **Accolade** for outstanding impact within their allocated league.

R – These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

ADVENTURE

The Adventure League contains all those games that are played by inputting text commands.

1	Indiana Jones, Last Crusade	A
2	Secret of Monkey Island	A
3	Space Quest series	A
4	Leisure Suit Larry series	A
5	King's Quest series	A
6	Maniac Mansion	A
7	Elvira – Mistress of the Dark	A
8	Operation Stealth	A
9	Zak McKraken	A
10	Zork Trilogy	A
11	Hitchhikers Guide to the Galaxy	R
12	Planetfall	R
13	Guild of Thieves	R
14	Demoniak	R
15	Stationfall	R
16	Codename: Iceman	R
17	Conquests of Camelot	R
18	Lurking Horror	R
19	Future Wars	R
20	Ultima series	R
21	Police Quest series	R
22	Loom	R
23	Manhunter series	R
24	Deja-Vu 1 & 2	R
25	Shogun	R
26	Spellbreaker	R
27	Wishbringer	R
28	Chronoquest series	R
29	Enchanter	R
30	Sorceror	R
31	Beyond Zork	R
32	Zork Zero	R
33	Suspect	R
34	Beurocracy	R
35	Deadline	R
36	Time	R
37	Infidel	R
38	Corruption	R
39	Fish	R
40	Jinxter	R
41	The Pawn	R
42	Suspended	
43	Leather Goddesses of Phobos	
44	Times of Lore	
45	Colonel's Bequest	
46	Goldrush!	
47	Starcross	
48	Hollywood Hi-jinx	
49	Trinity	
50	A Mind Forever Voyaging	

ARCADE ADVENTURE

This league contains games that, although adventures, are very graphical and do not rely on text input.

1	Dungeon Master	A
2	Chaos Strikes Back	A
3	Captive	A
4	Cybercon III	A
5	Corporation & Mission Disk	A
6	Eye of the Beholder	A
7	Cadaver	A
8	Hero Quest	A
9	Xenomorph	A
10	Rocket Ranger	A
11	It Came... & Ant Head	A
12	Horror Zombies from the Crypt	A
13	Unreal	A
14	Kult	A
15	Mean Streets	A
16	Shadow of the Beast II	A
17	Prince of Persia	A
18	Obitus	A
19	Crystals of Arborea	A
20	Voodoo Nightmare	A
21	Zombi	A
22	Ninja Remix	A
23	Colorado	A
24	Bloodwych & Data Disks	A
25	Gold of the Aztecs	A
26	Escape from Colditz	R
27	Shadow of the Beast	R
28	B.A.T.	R
29	Death Trap	R
30	Treasure Trap	R
31	The Immortal	R
32	Infestation	R
33	Resolution 101	R
34	Neuromancer	R
35	Ran Xerox	R
36	Batman – The Caped Crusader	R
37	Wierd Dreams	R
38	Sir Fred	R
39	Heroes of the Lance	R
40	Stormlord	R
41	Thunderbirds	R
42	Ghostbusters 2	R
43	Nightbreed (Interactive)	R
44	Omnicron Conspiracy	
45	Badlands Pete	
46	Space Ace	
47	Dragon's Lair 2	
48	Singe's Castle	
49	Dragon's Lair	
50	Barbarian1	

ARCADE STRATEGY

The Arcade Strategy League is made up of games that contain action elements as well as strategy.

1	Elite	A
2	Armour-Geddon	A
3	Midwinter	A
4	Starglider 2	A
5	The Killing Cloud	A
6	Interphase	A
7	Dragon's Breath	A
8	Iron Lord	A
9	Pirates	A
10	Millenium 2.2	A
11	Damocles & Mission Disk	A
12	Lords of the Rising Sun	A
13	North and South	A
14	Narco Police	R
15	Star Control	R
16	Moonfall	R
17	Time Machine	R
18	Magic Fly	R
19	Starflight	R
20	Space Rogue	R
21	Carthage	
22	Lost Patrol	
23	Murders in Space	
24	Federation of Free Traders	
25	Day of the Pharoah	

STRATEGY

Games that require a great deal of tactical planning are all contained within the Strategy League.

1	Powermonger	A
2	Genghis Khan	A
3	SimCity & Terrain Editor	A
4	Supremacy	A
5	Bandit Kings of Ancient China	A
6	Populous & Promised Lands	A
7	Railroad Tycoon	A
8	Centurion – Defender of Rome	A
9	Breach 2	A
10	Harpoon	A
11	Murder	A
12	Laser Squad	A
13	Breach	A
14	Paladin	A
15	Warlords	A
16	Gettysburg	A
17	Armada	A
18	Borodino	A
19	Risk	A
20	Battlemaster	A
21	Battle Chess	A
22	Hill Street Blues	R
23	Gold of the Americas	R
24	Tower of Babel	R
25	Red Lightning	R

PLATFORM

The Platform League encompasses all games that require you to leap from platform to platform.

1	Gods	A
2	Switchblade 2	A
3	James Pond	A
4	Rainbow Islands	A
5	Switchblade	A
6	Rick Dangerous 1 & 2	A
7	Chuck Rock	A
8	Brat	A
9	Flood	A
10	New Zealand Story	A
11	Viking Child	A
12	Night Shift	A
13	Ghouls'n'Ghosts	A
14	Edd the Duck	R
15	Kid Gloves	R
16	Car – Vup	R
17	Impossamole	R
18	The Amazing Spiderman	R
19	Batman – The Movie	R
20	Strider	R
21	Axel's Magic Hammer	R
22	Mighty Bombjack	
23	Fire and Brimstone	
24	Super Wonderboy	
25	Onslaught	

PUZZLE & QUIZ

If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

1	Lemmings	A
2	Chips Challenge	A
3	Pipemania	A
4	Klax	A
5	Tetris	A
6	Blockout	A
7	Welltris	A
8	Ishido	A
9	Puzznic	A
10	Nevermind	A
11	E-Motion	A
12	Trivial Pursuit	A
13	Gem'X	R
14	Atomix	R
15	Revelations	R
16	Pick'n'Pile	R
17	Quadrel	R
18	Loopz	R
19	Spindizzy Worlds	R
20	Jumping Jackson	R
21	Clown'o'Mania	R
22	Scrabble	R
23	Manix	R
24	Manic Marble	
25	Boulderdash	

Super League

BEAT 'EM-UP

Contains all those games that require you to kick hell out of your enemy and generally be very violent.

1	IK+	A
2	Torvak the Warrior	A
3	Budokan	A
4	Panza Kick Boxing	A
5	Oriental Games	A
6	After the War	A
7	Golden Axe	R
8	Vigilante	R
9	Ninja Warriors	R
10	Wrath of the Demon	R
11	Shadow Warriors	R
12	Sword of the Sodan	R
13	Chambers of Shaolin	R
14	Metal Masters	R
15	Black Tiger	R
16	Skull and Crossbones	R
17	Dynasty Wars	
18	TMHT	
19	Nightbreed (Arcade)	
20	Rogue Trooper	
21	Double Dragon II	
22	Last Ninja 2	
23	Ivanhoe	
24	Wild Streets	
25	Dr Dooms Revenge	

BAT 'N' BALL

If rebounding a projectyle off a bat excites you then the Bat 'n' Ball League is the place to look.

1	Arkanoid 2 – Revenge of Doh	A
2	Light Corridor	A
3	Shufflepuck Cafe	A
4	Arkanoid	A
5	Krypton Egg	R
6	Lords of War	R
7	Botics	
8	Titan	
9	Ballistix	
10	Impact	

LAND & SEA SIMULATORS

Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

1	M1 Tank Platoon	A
2	Team Yankee	A
3	Silent Service	A
4	Sherman M4	A
5	Operation Spruance	R
6	Conqueror	R
7	Advanced Destroyer Simulator	R
8	Red Storm Rising	R
9	688 Attack Sub	R
10	Carrier Command	R

SHOOT 'EM-UP

A shoot 'em-up consists of plenty of enemy and bucketfulls of blasting everything in sight.

1	Xenon 2 – Megablast	A
2	Blood Money	A
3	Swiv	A
4	Killing Game Show	A
5	Z–Out	A
6	Turrican 2	A
7	X-Out	A
8	Turrican	A
9	Silkworm	A
10	Atomic Robo-Kid	A
11	Simulcra	A
12	Strider II	A
13	Battle Squadron	A
14	R-Type	A
15	Venus	A
16	Midnight Resistance	A
17	Line of Fire	R
18	Operation Wolf	R
19	Shadow Dancer	R
20	Battlestorm	R
21	Robocop 2	R
22	Baal	R
23	Operation Thunderbolt	R
24	Warlock the Avenger	R
25	Xenon	R
26	Anarchy	R
27	StarRay	R
28	Escape From Robot Monsters	R
29	The Spy Who Loved me	R
30	Total Recall	R
31	Back to the Future 3	R
32	Menace	R
33	Saint Dragon	R
34	U.N. Squadron	
35	Vaxine	
36	Dan Dare II	
37	Monty Python's Flying Circus	
38	Starglider	
39	Dragonstrike	
40	Defender II	
41	Eswat	
42	Robocop	
43	Mystical	
44	Eliminator	
45	P-47	
46	Dan Dare III	
47	Eliminator	
48	Pang	
49	Oops Up	
50	The Plague	

FLIGHT SIMULATORS

Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

1	Flight of the Intruder	A
2	Falcon & Mission disks 1 & 2	A
3	F-19 Stealth Fighter	A
4	Battle of Britain	A
5	Fighter Bomber	A
6	Battlehawks 1942	A
7	F-16 Combat Pilot	A
8	Gunship	A
9	Interceptor	R
10	Flight Simulator 2	R
11	MiG – 29 Fulcrum	R
12	A-10 Tank Killer	R
13	F-29 Retaliator	R
14	Tower Fra	R
15	Wings	R
16	Skychase	R
17	F-15 Strike Eagle	R
18	ATF II	
19	Chuck Yeager	
20	Strike Force Harrier1	

RACING

If it's hairing around a race track at over 100mph that turns you on then look no further.

1	Supercars 2	A
2	Stunt Car Racer	A
3	Lotus Esprit Turbo Challenge	A
4	Team Suzuki	A
5	Toyota Rally	A
6	Nitro	A
7	Super Cars	A
8	Indianapolis 500	A
9	Super Monaco GP	A
10	Test Drive 2	A
11	Lombard RAC Rally	A
12	Super Hang-On	A
13	Combo Racer	A
14	Hard Drivin' II	R
15	Jupiter's Masterdrive	R
16	Off Road Racer	R
17	Badlands	R
18	RVF Honda	R
19	Grand Prix Circuit	R
20	Turbo Outrun	R
21	Hard Drivin'	R
22	The Cycles	R
23	Chase HQ 2	R
24	Powerdrome	R
25	Overlander	

ROLE PLAYING

RPGs are defined as games that allow you to design the attributes of the character under your control.

1	Might and Magic II	A
2	Champions of Krynn	A
3	Bard's Tale II	A
4	Star Flight	A
5	Legend of Faerghail	R
6	Buck Rogers	R
7	Dragon Wars	R
8	Drakkhen	R
9	Azure Bonds	R
10	Pool of Radiance	

SPORTS SIMULATORS

Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

1	Kick Off 2	A
2	Speedball 2	A
3	Speedball	A
4	TV Sports Football	A
5	Pro Tennis Tour 2	A
6	Tennis Cup	A
7	Games: Summer Edition	A
8	PGA Tour Golf	A
9	Master Blazer	A
10	California Games	A
11	Microprose Soccer	A
12	Fiendish Freddy's Top of Fun	A
13	World Class Leaderboard	A
14	International Soccer Challenge	A
15	TV Sports Basketball	A
16	Pro Tennis Tour	A
17	Grand Monster Slam	R
18	Zany Golf	R
19	World Games	R
20	Projectyle	R
21	Purple Saturn Day	R
22	Italy 1990	R
23	World Championship Soccer	
24	Steve Davis Snooker	
25	Football Manager 2	
26	Jack Nicklaus Golf	
27	Footballer of the Year 2	
28	3D Tennis	
29	Tournament Golf	
30	Manchester United	
31	Circus Games	
32	Adidas Soccer	
33	Passing Shot	
34	Grand National	
35	Mean 18	
36	Adidas Tennis	
37	Italia '90	
38	M.U.D.S	
39	Cyberball	
40	Fighting Soccer1	

Worth its

They said it wasn't possible. They thought we weren't up to the task. We have proved them wrong. Against all the odds Amiga Action has two cover disks for the second month running! From the depths of the deepest and smelliest dungeons to the futuristic heights of a space age olympics, we have brought them all to your Amiga.

On the first disk we have a sample of Gremlin's latest game, Hero Quest, accompanied by a slice of monster-bashing with Silmaril's Metal Mutant. The second isn't just a rolling demo. Nor is it just a playable demo. It's whole game! You can experience the thrill of a futuristic, inter-galactic, Olympic- style competition amongst the asteroid rings of the planet Saturn (and then, providing you are victorious, snog the Purple Saturn Day Queen)!

UPON THIS DAY THEY COME TO VANQUISH YOU, MY FRIEND

Once every year the skies of Saturn turn a brilliant purple colour. It is on this day that competitors from planets spanning the galaxy travel to the ringed planet for a very special competition, the Pangalactic Games.

All races flock to Saturn to test their physical and mental abilities to the limit. Humans from Earth, Bululs from Asterox, Golgos from Klakos, Croolis from ancient Mastochok, the Shaaxa refugees and the Kumo from Corpo WW. None miss the opportunity to prove their superiority over the other races.

LET THE GAMES COMMENCE...

The Pangalactic Games are divided into four main events – Ring Pursuit, Tronic Slider, Brain Bowler and Time Jump. You can either jump in at the deep end and start a full competition straightaway or, if you feel the need, practice the events to improve your chances.

Clicking on the triangular symbol in the centre of the screen will start the games in full. The bottom row of the league table will fill with the competitors' portraits. To compete choose the icon that represents the event desired and you are away.

To progress up the results table you must play each event once. The races with the lowest total scores will be dropped from the competition.

To practice you should select an event before clicking on the triangular competition symbol. During practice your opponent will be a robot controlled drone.

LOADING PURPLE SATURN DAY

Nothing could be simpler, all you have to do is switch on your machine, insert the game disk and sit back. If after a short period the game hasn't started to load consult the panel opposite.

1. RADAR: Shows your competitor and markers in relation to your ship.

2. OPPONENT'S SCORE: Increases if you pass the wrong side of markers.

3. YOUR SCORE: Increased by passing on the correct side of course markers.

4. CIRCUIT: Currently you are about an eighth of the way around the course.

5. MARKERS: Pass to the left of yellow markers and right of the red ones.

6. SPEED: If you travel too fast you may miss many of the markers.

7. TIMER: Used to judge your performance when practicing.

8. OPPONENT: Ram and bump your opponent's ship as much as you like.

RING PURSUIT

Ring Pursuit is a mixture of chase, slalom and asteroids viewed from the pilot's position in a small but manoeuvrable starship.

Points are scored by weaving in and out of markers, hidden in the asteroid belt around Saturn, while remaining in front of your opponent. You must fly to the right of red markers and the left of yellow. You only score points when in the lead so stopping your opponent from passing you is of utmost importance. If you weave the wrong side of a marker while winning be warned that you will give points to your opponent.

To steer your craft use the mouse. Pushing forwards will accelerate your ship while pulling back will apply the brakes

1. YOUR SCORE: You score 1000 points for every energy pulse you hit.

2. CATAPULT: Experiment with the catapult as it affects the pulses' speed .

3. CAPTURED PULSE: When you hit a pulse it will flash white and return to your ship.

4. ENERGY PULSE: Shoot them to power up your time jump engines.

5. SIGHT: Position the sight over the energy pulses and fire.

6. TIMER: The faster you work the better your jump.

TIME JUMP

The aim is to jump as far ahead in time as possible. To power the time jump you must collect the energy sparks that pass in front of your ship. The more energy you collect the further you will jump.

Click a mouse button. This will 'wind up' the energy catapult and then release the energy sparks. A quick trigger finger and accurate aim will collect them. Do this three times and then watch the show.

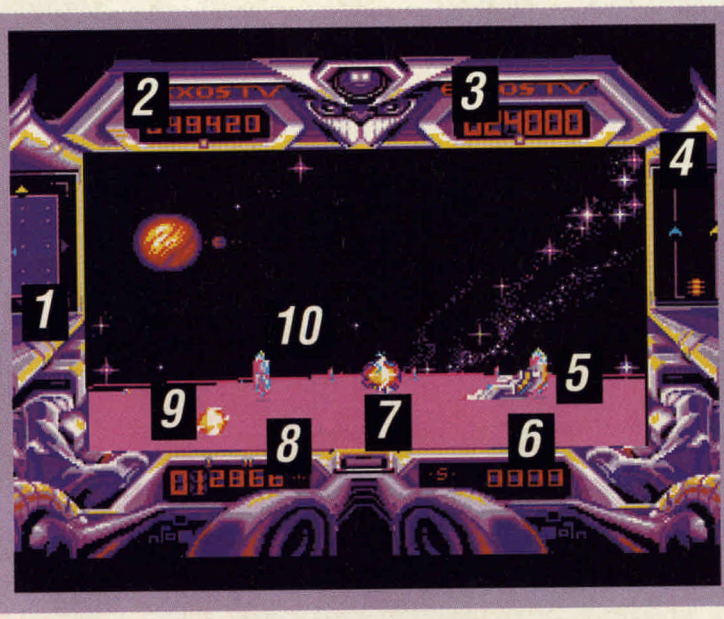
weight in Gold

TRONIC SLIDER

The object of the game is to collect as many fragments of pure energy as you can whilst piloting an anti-gravity scooter.

Moving around the play area is achieved with the mouse: Forward to accelerate, back to brake and left or right to drift. Pressing the right mouse button while drifting left or right will turn your craft.

When you spot the energy ball shoot it by tapping the left mouse button. When it explodes fragments will scatter around the area. Fly your scooter over them to collect them. After a short period the ball will reform and you start all over again.



1. RADAR: Shows your opponent and the energy ball in relation to your ship.

2. OPPONENT'S SCORE: He scores points for collecting energy fragments.

3. YOUR SCORE: You have to beat your rival to progress up the league.

4. ENERGY: Indicates the amount of energy that you are carrying.

5. OTHER PLAYER: Ram his ship to make him drop some energy fragments.

6. SPEED: Hitting things at high speed is best avoided.

7. ENERGY BALL: When you shoot the ball it breaks up and scatters over the arena.

8. TIMER: When the counter reaches zero it's game over.

9. ENERGY FRAGMENT: The aim is to collect as many fragments as possible.

10. OBSTACLE: Weaving in and out of the pillars at speed can be hair raising.

BRAIN BOWLER

Both competitors face an electronic circuit board. The two sides of the board are the two players territories. Each player controls an electro-ball which is fired at the circuit board by pressing the mouse button. You have to direct the energy pulses around the circuit board until they reach the central Exxos symbol.

When you shoot the components on the board they will change their state. Switches will will open or close and a bridge will allow an energy pulse to pass over it. Hitting the condenser while lit will charge your ball with energy.

1. SCORES: Yours is on the right .

2. CONTROLLERS: Shoot the circuit board and change the state of components.

3. CONDENSER: When a pulse comes across a condenser it will energise.

4. OPEN SWITCH: Pulses may pass freely through open gates.

5. CLOSED GATE: Shoot the gate to open it.

6. CAPACITORS: Change pulse speed.

7. CLEARED CHIP: Chip clears when a pulse passes over it.

8. ENERGISED CHIP: Hit with an energised ball allows a pulse to pass over it.

9. ENERGISED CONTROLLER: Hit a condenser to energise your controller.

10. BRIDGE: Shoot the bridge to allow the pulse to cross.

11. PULSE: Direct around the maze.

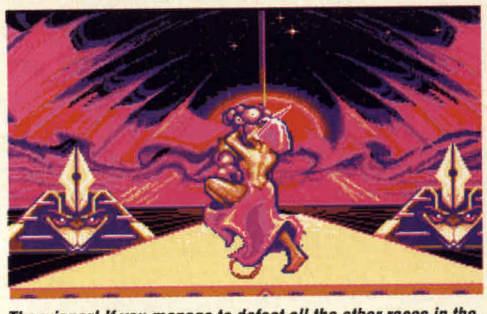
12. EXXOSS: Get all the pulses to the centre to win.

This is the main league screen. Running along the top are the four game icons. Click on one to begin the competition. The character portraits can also be selected to access the statistics for that particular race.

PROBLEMS, PROBLEMS

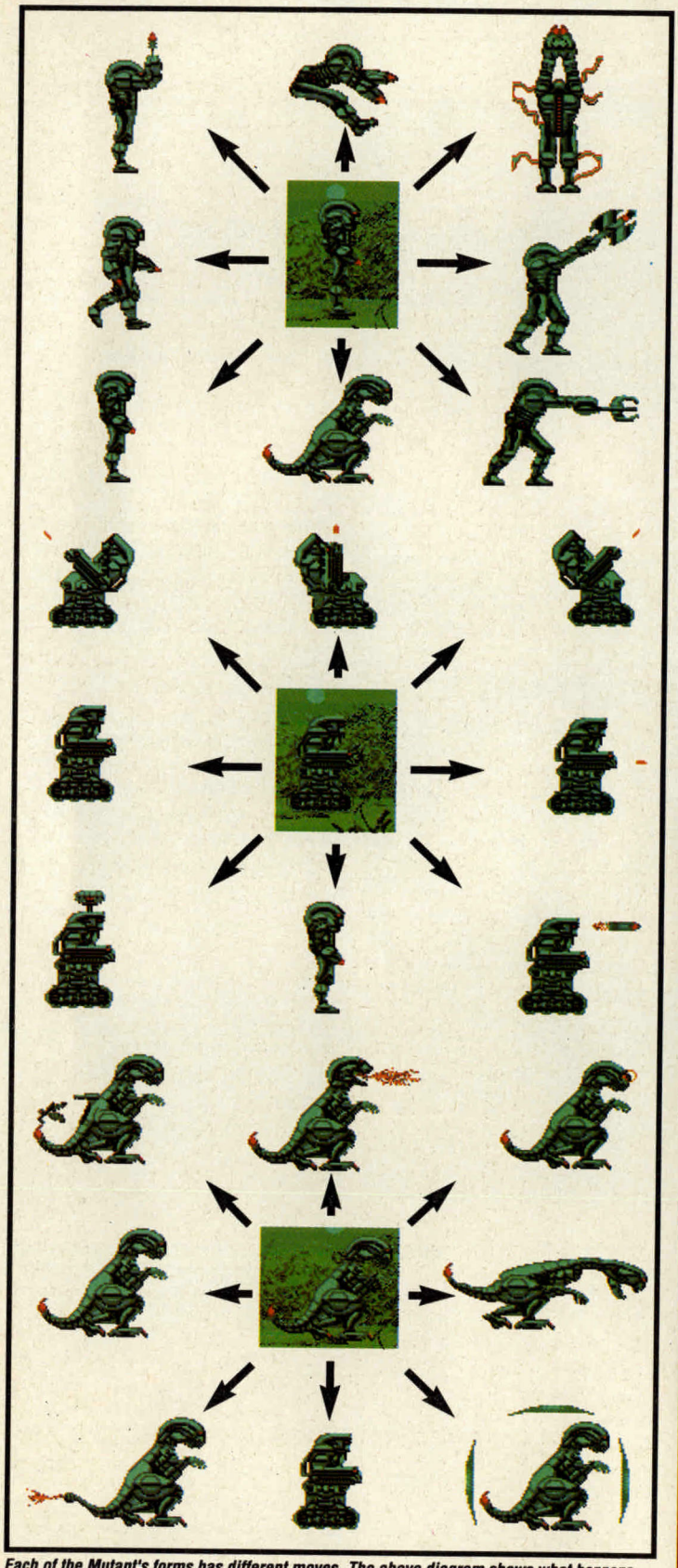
If you are having trouble with either of your cover disks place the offending article in a sturdy envelope and send it to:

Amiga Action Duff Disks,
Stanley Precision Data Systems,
Unit F, Cavendish Courtyard,
Sallow Road,
Welden North Industrial Estate,
Corby, Northants, NN17 1JX.



The winner! If you manage to defeat all the other races in the four events and reach the top of the league table you will have proved that you are the best in the galaxy. Your prize? A kiss from the Purple Saturn Day Queen. Cor!

Metal Mutant



Each of the Mutant's forms has different moves. The above diagram shows what happens when you move the joystick in the direction indicated, with the fire button pressed.

If you're no longer satisfied with the sort of game where you control a single character on a quest to defeat the ultimate bad guy, Metal Mutant might have something to offer you. Although you only have control of one rather dangerous cyborg, he has the ability to change his form to give you three different mechanoids.

Each of the Mutant's forms is armed to the teeth (literally) with the most deadly firepower, giving you a total of 13 different weapons at your disposal such as fiery breath and flying torpedoes. On top of these you also have a number of handy extras such as ropes and radars to help you through your mission.

Mission? I hear you ask. Your Metal Mutant has been sent to the far away planet of Kronox to search out and destroy the deadly tyrant AROD 7. This nasty piece of work has been going around for some time causing all sorts of mischief and the Galactic Council has finally decided he must be stopped, whatever the cost. They decided that this was a mission that only the Metal Mutant could complete.

LOADING METAL MUTANT

Well, it's quite simple really. Just turn on your Amiga and wait for the hand holding the disk to appear. At this point insert your disk as you usually do and let the drive read the disk. A blue CLI screen will shortly appear, with a cursor (1>) ready for you to type in some instructions. Once the drive light has gone out type in the command:

ppmore readme (RETURN)

This will bring up all the instructions you need to load any of the demos on the disk, but just to save you some time here are the instructions that you will find in the Read Me file. Just type in the following to load the Metal Mutant demo:

cd mutant (RETURN)
mutant (RETURN)

Above: Shooting at this object is not particularly wise as it is your main source of energy. If you get low on power return here to re-charge. Below: The Mutant's blueprints are useful but you'll have to find out how effective each move is by trial and error.

Hero Quest

Hero Quest is based very closely on the boardgame of the same name. Your task is to search the maze-like corridors of a dungeon that has been left in ruins. Discover the treasures that lay forgotten in the dust and become rich beyond your wildest dreams. Be too bold or stupid and you will join the lost souls of the other adventurers that have fallen to the terrible creatures lurking in the darkness.

Playing Hero Quest couldn't be simpler, even more so if you have had past experience with the boardgame. Each of the characters moves and takes an action in turn. You can search for secret doors and hidden treasures, fight creatures of the night and be a general all round hero kind of guy (or girl).

When your turn starts a coin will be spinning in the centre of the screen. Click the mouse button to stop the coin and discover your movement allowance for this turn. It will be equal to the number displayed on the coin. You cannot move diagonally or through obstructions such as doors and rock falls.

At some point during your turn you can perform an action, usually at the end of your movement. All the options available to you are icon driven – just move the pointer with the mouse and click. When you can select a certain action its icon will be highlighted. You can only open a door when you are near a closed door and so on. Be warned though, as some actions cause you to lose all your remaining movement points for your current turn.

As you progress around the corridors a map will be updated allowing you keep a tab on your progress. You will also collect potions that may boost your abilities and gold coins to enhance your bank balance. Remember though, all the treasure in the world is worth nothing to a corpse.

LOADING HERO QUEST

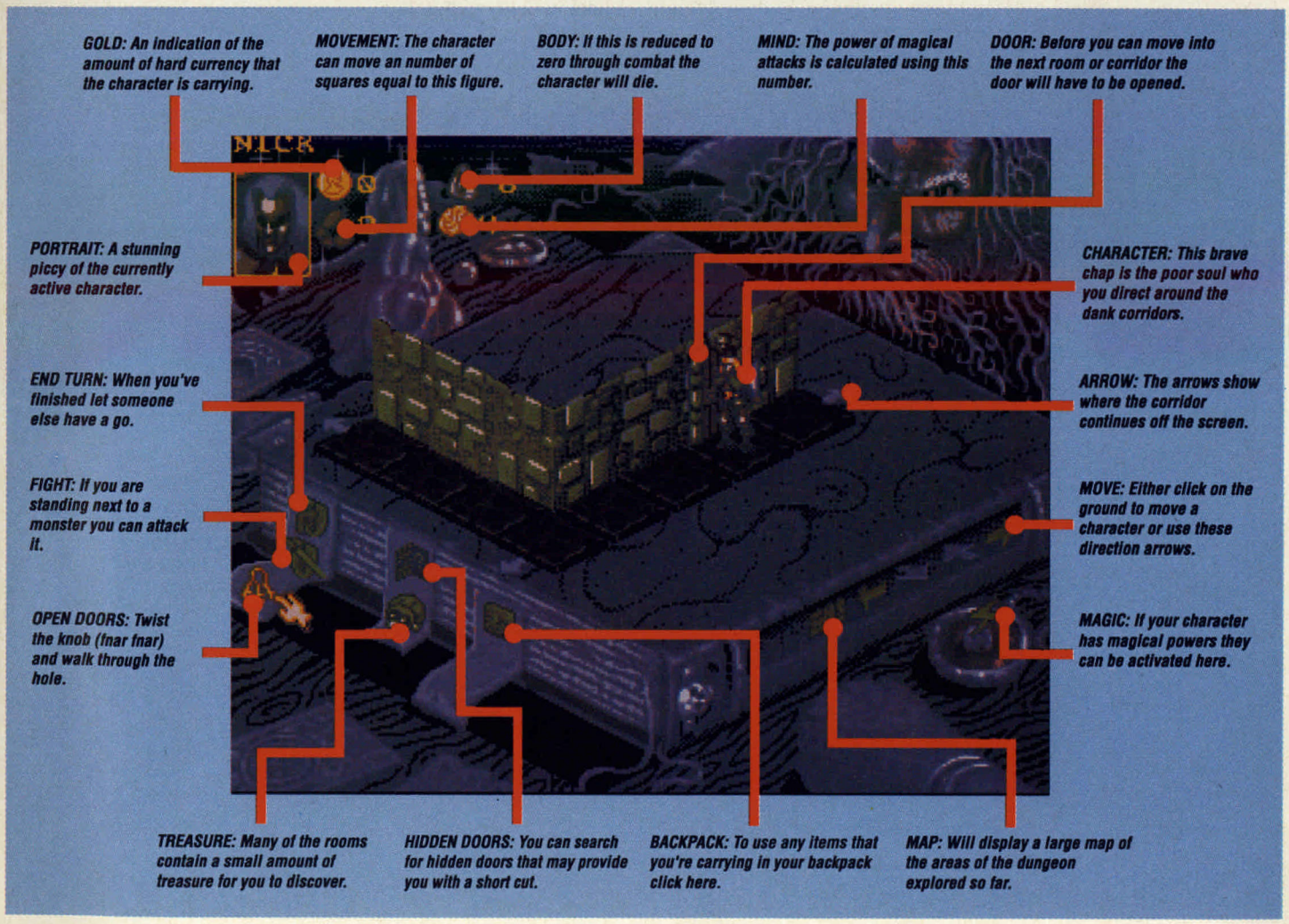
Loading instructions for Hero Quest are contained on the disk itself. Simply insert your coverdisk into DF0 and wait for the blue CLI screen to appear with the cursor 1> and then type in the following:

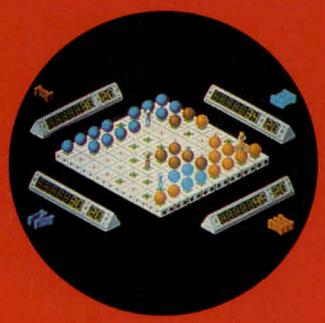
ppmore readme
(and press Return)

A list of instructions will be accessed providing you with details of how to get Hero Quest up and running on your machine. You can print the file out or press Escape to return to the blue CLI screen.

This is what you are looking for. These stairs lead to the outside world and freedom. Once you have collected enough treasure you should make your way here and exit the dungeon. In the full game you will be allowed to retain any treasures that you discover in the dungeon and put it toward a new axe or a holiday villa in Spain.

As you progress through the labyrinth-like dungeons the map will automatically be updated for you. Keep referring to it to coordinate your efforts with the other adventurers and ensure you avoid the worst of the enemy.





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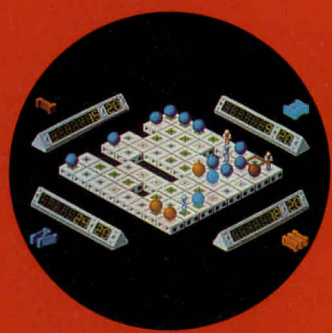

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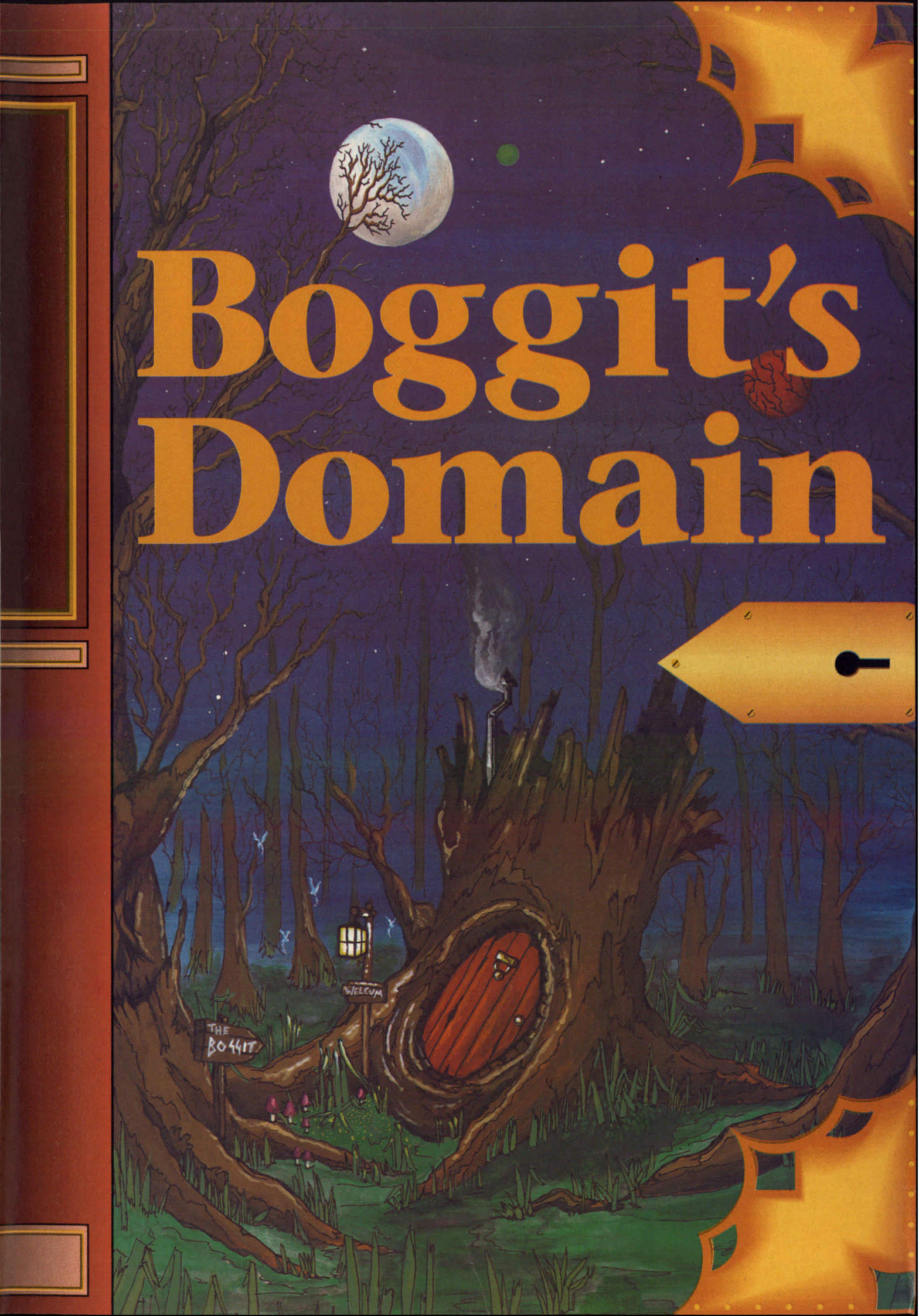

Boggit's Domain
WELCUM
THE BOGGIT

Just to prove that I don`t hate all humans, I left the tranquility of the Great Wood this month and paid a lightning visit to the European Computer Trade Show. I`ve been hearing such a lot about this `Virtual Reality Thingamybob`, that I decided to go and take a look at it for myself. The idea is that you put on a big pair of blackout goggles and then stumble around in a world of your own for a while (it sounded just like the Great Wood to me).

BOGGIT'S MAILBAG

When I got to the show I found four million Atari ST Users milling around the stand baaing and bleating, and I couldn`t get near it. Rats and treble rats!

As compensation I picked a demo disk of a new RPG called Lords Of Chaos from Blade Software. This is an interesting game which looks a little like one of the early Ultima series. Although it has the look of a board game, and the graphics are a little bit on the `8 bit` side of the CPU, it does have quite a few interesting features.

It`s got easy *point and click* controls for selecting and directing up to 45 different spells – all of which sizzle and flash in a satisfactory way. There are lots of demons and monsters for you to summon and control, plus intriguing puzzles to unravel. I`ve got a feeling that this game could be a little gem hidden in a sow`s ear. Once I get hold of the full game I will report back.

Lords of Chaos is the latest game from Blade Software. After producing the exciting Breach, they seem set to do it again with this little beauty.

Qwik Qwip!

Q: *What do you do if an Atari ST owner throws a pin at you?*
A: Get away from him fast – he`s holding a live grenade in his other hand!

Text Parser Required

Now for something completely different. I am writing an adventure system in AMOS that will have a basic running system and have adventures that are so flexible that you wouldn`t believe it.

I have worked out the basics of it on paper already and have started programming it. I will hopefully incorporate graphics, depending on memory, and have customised commands for each separate adventure. Sounds complicated? It is complicated. That is why I am asking you if you know of any text parsers available on PD that I could use. This would make life a lot easier for me and would be greatly appreciated.

If not, could you ask your readers if they know of any? I have checked out several PD libraries, but I have had no luck so far. They can contact me at 37, Norfolk Rd. Little Hampton, West Sussex.

Mark Tiffany, W Sussex

Well the short answer is that I don`t know of any such animal in a PD library. Obviously a good text parser is a difficult beast to design, and they are as rare as rocking horse manure in this part of the Great Wood.

I should point out that software houses have spent years of man-hours developing text parsers and then almost everyone of them threw them away as they decided it wasn`t worth the effort. Think of any software company which has used them in the past and one of two things has happened to them. Either they went bust (for example Infocom. Level 9), or they have swapped to menu-driven adventures (Lucasfilm and Magnetic Scrolls).

The last time I heard of a wonderful new text parser it was for the game called Mindfighter. This parser was called SWAN , which meant System Without A Name. Unfortunately it also meant Sank Within A Nanosecond!

I would offer this advice. Don`t try and get too clever. Building a parser which can understand complex commands such as *Put the hat in the box which is on the tree stump* is a dead-end trap. You`ll spend forever and a day and never get it right.

Fancy a Spot of Adventure Writing?

I am a Catalan boy whose most important hobby (apart from pursuing pretty girls when I can) is to play adventures and RPGs.

But now I think it is time to produce my own creations and as I`ve got some experience in writing stories and fictitious narratives, I`d like to begin writing text adventures and interactive novels with my Amiga.

For this reason I refer to your great and portentous knowledge and ask you if you could name some good adventure creator or professional parser. I`ve heard about the Adventure Construction Kit, but I don`t know much about it and I can`t find it in any of the magazines. (actually I only read Amiga Action, Official Secrets and Computer & Video games).

Joan Torrents, Barcelona

Fancy creating your own graphic adventures just like Castle Master? Domark has just released the 3D Construction Kit which will allow you to create your own worlds of wonder.

At last! I just knew that if I waited long enough, someone from Catalonia would write and beg for my help – and then I could say `BOGG OFF!` What are you going to do about the mashed potatoes? What about the roof on the Barcelona Cathedral?

I went to Catalonia once – the Don Juan Hotel in Lloret Del Mar – and the food was AWFUL. The Spanish waiter actually poured the mashed potatoes onto my plate from a jug! The next day I went to Barcelona and when it started to rain I ran to shelter in the Cathedral – there was no blooming roof on it and I got soaked! And now you dare to write and ask for my help, and you don`t even say sorry about the potatoes. Grrrrr.

Well the bad news is that I don`t know of any useful software for writing text adventures on the Amiga apart from AMOS, (perhaps you should contact the previous plonker). However if you are interested in creating graphic adventures then the new 3D Construction Kit from Domark looks like a great idea. I had a play with the software recently and it looks quite easy to create adventure games just like Castle Master and Driller.

Writing adventures is great fun, but to be brutally realistic you`ve got to understand from the beginning that your chances of making any money from it is practically `zilch`. This may not be important to you, and if that is the case then I can recommend it as a great hobby.

I wrote three games myself for the BBC Micro – Vampire Castle, Hacker 2000 and Flint`s Gold? The trouble was that the person who designed the cassette cover made more money than I did.

No Surprises with The Prince of Persia

I have just recently spent hour after hour playing the classic game The Prince of Persia. It has cost me quite a few sleepless nights, but I eventually managed to complete it. I then settled back to watch the end sequence roll. Imagine my annoyance when all I got was an 8-bit load of rubbish. Come on! If you spend hours working to complete a game then I think you deserve something special as a reward.

That gripe apart, Prince of Persia is an excellent game which deserves a place in every Amiga owner`s collection. I wait with bated breath for the sequel.

Matt, Salisbury

You do get a something special as a reward. I will be sending you a envelope full of owl droppings by return of post.

Keep your Feet on the Ground with Larry II

In Leisure Suit Larry II (Looking for Love), I have arrived on the island

NEW BLOOMS

This month has brought forth a bumper crop of new goodies in the Boggit`s Nursery Garden. Software houses are bursting at the seams with a plethora of exciting new Role Playing Games and Adventures.

Taking a well deserved rest from answering letters from baffled buffoons, I `yomped` down to deepest Sussex and had a private session with Tony Crowther – he of Captive fame. Tony is putting the finishing touches to his latest game called Knightmare and he took time out to explain some of the clever bits.

Knightmare takes his already popular Captive game format and upgrades it a few more notches to bring us a Dungeons and Magic style game which is sure to please all the fans of the Dungeon Master genre.

Again we have four superheroes for you to train in weaponry and mayhem. The scene is set in a world of Dungeons, Forests, Castles and Underwater lakes which gives the game`s new graphic designer ample opportunity to give us lots of pretty backdrops instead of the same old corridors.

Instead of trudging through the water and damaging your pretty pink toes (*å la Captive*) this game has boats which you can use to float serenely through the water-filled caverns.

There are loads of different kinds of weapons to use against the many monsters – everything from a pea-shooter to a chainsaw. There is also a long list of offensive and defensive spells which can be prepared in advance then unleashed in a barrage of destruction when the battle begins. Tony has made the monsters tougher and faster as he thought those he designed for Captive were too weak. The boy`s a fool!

From what I have seen so far, I`m prepared to bet your last fiver that this is going to be a great challenge. The game is Knightmare, the release date is September, you have been warned.

A trip to Mirrorsoft revealed another game which has definite potential. It`s called Mega Lo Mania and it`s similar to Power-Monger, the strategy game from Electronic Arts. You again control hordes of little animated figures which run around your island world, building fortifications, collecting raw materials, inventing weapons and laying siege to the opposition.

I`ve got to confess that I was one of the lone voices which didn`t get over-excited about Powermonger, so why do I think that this new game has anything better to offer? Because it has a wicked gimmick built into it which appeals to my sense of humour.

In this game all the opposing sides start at the Prehistoric level, and depending on how well you play, your army could forge ahead in its development of weapon systems. You can reach the situation where you are armed with flying saucers and nuclear bombs, while the opposition is still armed with bows and arrows. A bit like Amiga versus Atari ST really. Now that is my idea of a fair fight!

Mirrorsoft are also preparing an isometric RPG for a summer release. Entitled Legend, this game has been written by the same chap (called Tagg) who wrote Bloodwych and it has an uncanny resemblance to Hero Quest from Gremlin, which is also set to descend on us in the very near future.

Gremlin`s game is based on the top-selling board game of the same name and they have great hopes that its computerised counterpart will be equally popular. When you couple this news with the fact that Sierra have just released Hero`s Quest II, everything starts getting very confused.

The biggest new release this month will be The Secret of Monkey Island from Lucasfilm. This game will be a great hit I`m sure. My copy is in the post. Eat your heart out mortals!

Tony Crowther's latest masterpiece has been revealed to the Boggit. Evil gnomes are waiting to kick your butt if you dare to enter the world of Knightmare.

No more splashing through puddles for you. A boat has thoughtfully been provided to carry your heroes through the 'wet bits' of the new dungeons.

with the volcano and passed the bees, python and quicksand. I have swung across the the water and picked up the loose vine. I have passed the Test of Peesee (yes I understood the pun) and crossed the gap with the vine. Now I am in trouble. How do I get up the icy slope as I keep slipping down?

Please help me oh great Boggit otherwise I will be doomed forever! If you can offer me some assistance I will be forever in your debt.

Tony Meehan, Worsley

Don`t you have a Granny? When winter arrived in the Shires of the Boggits and the ground got icy, my old Granny always scattered something gritty on her path – Adventurer`s Teeth!.

If you need someone to smash your teeth out and place them in a bag for you I`ll willingly oblige. Failing that you could return to the village, (before you go canyon swinging) and collect some ashes from the dying fire.

Don`t Lose your Teddy Bear in Legend of The Sword

I have been playing Legend of the Sword since last summer and I have only completed 40% of it. I think you are the only one who can help me with the following problems:

1. How can I get into the big hunter`s shack? The hunter always prevents me from entering.

2. I have managed to climb into a boat, but after getting near a bridge the teddy bear (which is stuck in a hole in the bottom of the boat) pulls out and the boat sinks. Without the boat I cannot reach the blue bottle resting on the bridge.

Stephen Mifsud, Malta

Another foreigner daring to disturb me? Do you know how to make a Maltese Cross? Kick him in the teeth.

You can get past the Hunter by shaking his hand then giving him the present of a snare.

To prevent the Teddy from coming out of the hole in the boat you need to jam it in by putting a cloth in the hole as well. You will find the cloth beside a skeleton found down one of the many trapdoors in this difficult game.

Chaos Strikes Back – A Reader`s Reaction

My eyes lit up when I saw that box on the shelf last January – Chaos Strikes Back. I bought it straight away and have been hacking away ever since. But after about 20 hours playing, I have completed it.

I don`t know what to say. Now that I have finished it I get the feeling that it was not nearly as long or challenging as Dungeon Master, although I did enjoy every minute of it when I was playing it. I could be partly to blame for that as I know that the characters I used were significantly stronger than those in the prison, so perhaps they were too strong for the monsters.

Despite some fiendish puzzles, which were certainly better than those in DM, and some great new objects and ideas such as the magic map, I still feel let down. I thought that the end sequence would have been more interesting, even if it was better than the DM ending.

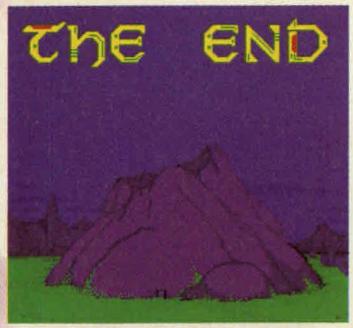
The Portrait Editor was nice. The Hint Oracle was a good idea, though mostly unnecessary, and the new monsters were interesting and varied, but the game should have been longer considering the length of time we had to wait for it. Mirrorsoft had me on the edge of my seat with anticipation for two years. I`d like to

know what went wrong and also why I finished the game with so many keys left over and so many weapons unused.

Mathew Hill, Brighton

Your symptoms are consistent with all of those reported by Atari ST users when they received Chaos two years ago.

If you examine the game`s box you`ll see that it states that it is an `Expansion Kit`. Originally it was conceived as just a few extra levels which would be sold at a



This is the final screenshot from Chaos Strikes Back. Only those dungeoneers who have battled through the mighty sequence to Dungeon Master will have seen this shot. How was it for you? A great successor or an anti-climax? Check out one reader's verdict.

reduced prize; just like an extra mission disk. This idea gradually changed as FTL got more ambitious and it changed into a larger project. Because the game`s design is not as straightforward as the original it took much longer to create, although it is undoubtable smaller.

I think you are correct in saying that a basic fault is that it allows you to use characters which are too strong. In fact wrote to FTL and suggested that they address the problem before releasing the Amiga version, but nobody listened!

All that being said, I still think it is a great game which is worth getting. As you admitted yourself, you may have achieved the final objective, but you haven`t solved all the problems.

If you have played DM, you really must buy this sequel.

Solving the Problem of Bores with Leisure Suit Larry

My problem is trying to get rid of Ken the Bore while in the plane in Leisure Suit Larry II.

I have been waiting patiently for some small miracle that would make you publish the solution to this problem as I thought that writing to you might not get me a reply.

Robert Sandham, Portsmouth

So you are from Portsmouth. Is your dad a sailor? How do you know he ain't?

I`ve been told that when a pure maiden walks past the stone lions which lie outside Portmouth`s Guild Hall they stand up and roar. Nope, I`ve never seen it happen either.

To get rid of the bore you need to return to the the boarding area. On the boarding clerk`s desk is a bundle of religious pamphlets which can be taken (used by nervous passengers who want to swot up for their final exams!). Give one of these to Ken and he'll be so riveted that he`ll leave you alone.

STAR LETTER

Dungeon Quest – The Final Solution

Greetings once again and thank you for answering my question on Dungeon Quest in your April column. However your answer was not quite correct. In your reply you said that, as I had `almost` sent you a full solution, you `almost` decided to send me a present. Well here is the complete solution to the game, so how about the pressie now?

Mark Fairfax, Nottingham

Normally I wouldn`t print a full solution, but I will relent just this once, because I know the Great Wood is filled with Amiga users who are totally stuck with this game. I also hate giving away pressies, but you are a persistent little beggar. Your solution had just better be right!!

South, Search, Get Card, South, Search, Get Broadaxe, East, East, Search, Drop Broadaxe, Get Key, Use Key, Enter, Search, Get Coin, West, Get Broadaxe, West, South, Enter, Go Bar, Say, Say, North, Exit, North, West, West, Enter, Inventory, Search, Look, Use Broadaxe On Rock, Drop Broadaxe, Get Rock, East, South, Throw Rock.

(NOTE: If Drawbridge does not come down then go back to Edge of River, Use Broadaxe on some more rocks and repeat process again).

South, South, West, Get Shield, Get Flint, East, South, South, Get Candle, Look Table, Get Parchment, Read Parchment,

MIGHT AND MAGIC II HINTS

Might and Magic II is a great RPG from U.S. Gold, and in answer to my appeal for some more hints for it, some mortal did send me a player`s guide. I kept the information, but threw away his name and address. I`ve also forgotten whether I rewarded him properly (well I can`t be handsome and have a good memory!)

If I have wronged this sorry individual, he should write to me again I`ll find something from my Petunia Patch for him (probably Unicorn droppings). However, here are a few useful extracts from the guide.

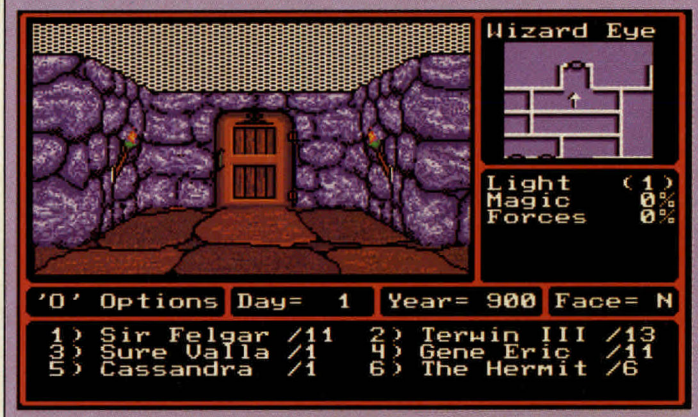
Raising Statistics:
On days 140-170 at location B2-14,2 (the circus grounds), there is a circus. If you try a few events there you will probably lose, but you will be given a consolation prize ... a Kewpie Doll.

Now travel to the area D3-4,13 (or at least in that neighborhood) and you`ll meet the old hermit. He will take the doll and direct you to the pool in the Inner limits (E2 – 10,11).

Bathe in the pool (which is normally full of acid) and you`ll feel like a WINNER.

Go back to the circus grounds and choose a category you wish to improve on. For example try to ring the bell for improved strength, Horseshoe throwing for improved accuracy, Kissing Booth for improved personality, Shell Game for better intelligence, Sack Race for better speed and Head Dunking for endurance.

All these events will give +10 to the chosen category.



Might and Magic II players can pick up a host of useful tips from this collection of goodies sent in by one of the game's fans.

Individual Quests:
To complete the game each class of adventurer must fulfill his own individual quest, before returning to Mount Farview to claim his reward. Here are the quests:

Fighters Kill the Dread Knight at B3-5,14.

Paladins Kill the Frost Giant in the dungeon in the Forbidden Forest – area B3.

Archers Kill Baron Wilfrey at B2-11,2

Ninjas Assassinate Dawn in Dawn`s Mist Bog at D4-8,9

Clerics Defeat the ghosts at C1-10,,15 in the Lost Souls Woods and collect Corak`s Soul. Then go to Corak`s Crypt and reunite the soul with the body. You must have an Admit 8 Pass to enter the Crypt, and to obtain one you have to get it from a Zombie in the dungeon beneath Sandsobar.

Wizards Go to either of the castles on the Isle of the Ancients. If you go to the Dark Castle follow these sets of doors: 1-3-1-(3 or 7)-9-11-A-C-G-I. The combination to free the wizard is right 46 (type 46 when you enter the right alcove) and left 23.If you go to the Light Castle follow this path: 2-2-4-6-6-12-A-D-F-I. The combination to free the wizard is right 32, left 64.

Barbarian Kill Brutal Bruno at C4-0,15.

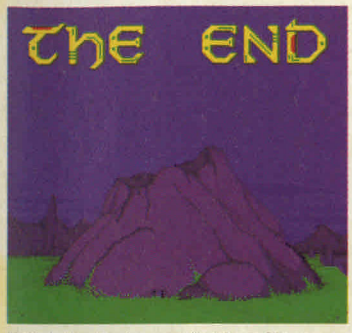
Thieves Accompany any other class on a quest.

know what went wrong and also why I finished the game with so many keys left over and so many weapons unused.

Mathew Hill, Brighton

Your symptoms are consistent with all of those reported by Atari ST users when they received Chaos two years ago.

If you examine the game`s box you`ll see that it states that it is an `Expansion Kit`. Originally it was conceived as just a few extra levels which would be sold at a reduced prize; just like an extra mission disk. This idea gradually changed as FTL got more ambitious and it changed into a larger project. Because the game`s design is not as straightforward as the original it took much longer to create, although it is undoubtable smaller.



This is the final screenshot from Chaos Strikes Back. Only those dungeoneers who have battled through the mighty sequence to Dungeon Master will have seen this shot. How was it for you? A great successor or an anti-climax? Check out one reader's verdict.

I think you are correct in saying that a basic fault is that it allows you to use characters which are too strong. In fact wrote to FTL and suggested that they address the problem before releasing the Amiga version, but nobody listened!

All that being said, I still think it is a great game which is worth getting. As you admitted yourself, you may have achieved the final objective, but you haven`t solved all the problems.

If you have played DM, you really must buy this sequel.

Solving the Problem of Bores with Leisure Suit Larry

My problem is trying to get rid of Ken the Bore while in the plane in Leisure Suit Larry II.

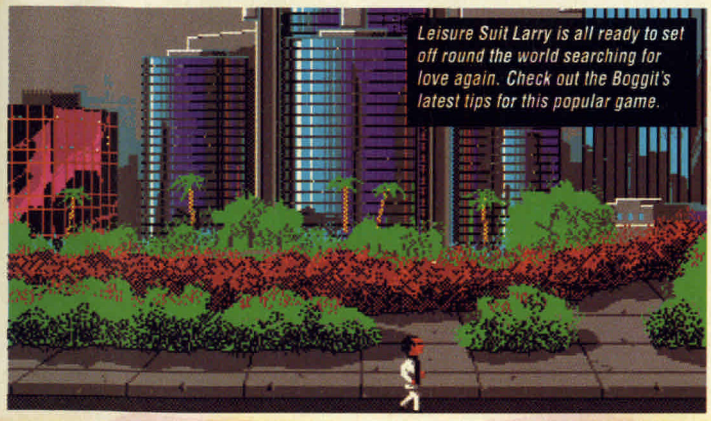
I have been waiting patiently for some small miracle that would make you publish the solution to this problem as I thought that writing to you might not get me a reply.

Robert Sandham, Portsmouth

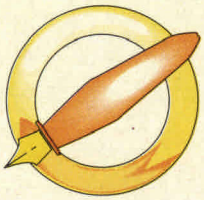
So you are from Portsmouth. Is your dad a sailor? How do you know he ain't?

I`ve been told that when a pure maiden walks past the stone lions which lie outside Portmouth`s Guild Hall they stand up and roar. Nope, I`ve never seen it happen either.

To get rid of the bore you need to return to the the boarding area. On the boarding clerk`s desk is a bundle of religious pamphlets which can be taken (used by nervous passengers who want to swot up for their final exams!). Give one of these to Ken and he'll be so riveted that he`ll leave you alone.



Leisure Suit Larry is all ready to set off round the world searching for love again. Check out the Boggit's latest tips for this popular game.



STAR LETTER

Dungeon Quest – The Final Solution

Greetings once again and thank you for answering my question on Dungeon Quest in your April column. However your answer was not quite correct. In your reply you said that, as I had `almost` sent you a full solution, you `almost` decided to send me a present. Well here is the complete solution to the game, so how about the pressie now?

Mark Fairfax, Nottingham

Normally I wouldn`t print a full solution, but I will relent just this once, because I know the Great Wood is filled with Amiga users who are totally stuck with this game. I also hate giving away pressies, but you are a persistent little beggar. Your solution had just better be right!!

South, Search, Get Card, South, Search, Get Broadaxe, East, East, Search, Drop Broadaxe, Get Key, Use Key, Enter, Search, Get Coin, West, Get Broadaxe, West, South, Enter, Go Bar, Say, Say, North, Exit, North, West, West, Enter, Inventory, Search, Look, Use Broadaxe On Rock, Drop Broadaxe, Get Rock, East, South, Throw Rock.

(NOTE: If Drawbridge does not come down then go back to Edge of River, Use Broadaxe on some more rocks and repeat process again).

South, South, West, Get Shield, Get Flint, East, South, South, Get Candle, Look Table, Get Parchment, Read Parchment,

MIGHT AND MAGIC II HINTS

Might and Magic II is a great RPG from U.S. Gold, and in answer to my appeal for some more hints for it, some mortal did send me a player`s guide. I kept the information, but threw away his name and address. I`ve also forgotten whether I rewarded him properly (well I can`t be handsome and have a good memory!)

If I have wronged this sorry individual, he should write to me again I`ll find something from my Petunia Patch for him (probably Unicorn droppings). However, here are a few useful extracts from the guide.

Raising Statistics:
On days 140-170 at location B2-14,2 (the circus grounds), there is a circus. If you try a few events there you will probably lose, but you will be given a consolation prize ... a Kewpie Doll.

Now travel to the area D3-4,13 (or at least in that neighborhood) and you`ll meet the old hermit. He will take the doll and direct you to the pool in the Inner limits (E2 – 10,11).

Bathe in the pool (which is normally full of acid) and you`ll feel like a WINNER.

Go back to the circus grounds and choose a category you wish to improve on. For example try to ring the bell for improved strength, Horseshoe throwing for improved accuracy, Kissing Booth for improved personality, Shell Game for better intelligence, Sack Race for better speed and Head Dunking for endurance.

All these events will give +10 to the chosen category.

Might and Magic II players can pick up a host of useful tips from this collection of goodies sent in by one of the game's fans.

Individual Quests:
To complete the game each class of adventurer must fulfill his own individual quest, before returning to Mount Farview to claim his reward. Here are the quests:

Fighters Kill the Dread Knight at B3-5,14.

Paladins Kill the Frost Giant in the dungeon in the Forbidden Forest – area B3.

Archers Kill Baron Wilfrey at B2-11,2

Ninjas Assassinate Dawn in Dawn`s Mist Bog at D4-8,9

Clerics Defeat the ghosts at C1-10,,15 in the Lost Souls Woods and collect Corak`s Soul. Then go to Corak`s Crypt and reunite the soul with the body. You must have an Admit 8 Pass to enter the Crypt, and to obtain one you have to get it from a Zombie in the dungeon beneath Sandsobar.

Wizards Go to either of the castles on the Isle of the Ancients. If you go to the Dark Castle follow these sets of doors: 1-3-1-(3 or 7)-9-11-A-C-G-I. The combination to free the wizard is right 46 (type 46 when you enter the right alcove) and left 23.If you go to the Light Castle follow this path: 2-2-4-6-6-12-A-D-F-I. The combination to free the wizard is right 32, left 64.

Barbarian Kill Brutal Bruno at C4-0,15.

Thieves Accompany any other class on a quest.

Julian: The leader of the gang, and rather handsome too. This young chap occupies many a young girl's dream.

Anne: Dick's sister and a real girly. When the others are out fighting you can rely on her to make the tea.

Dick: Anne's brother funnily enough, and just another member of the team. Timmy the dog is probably more intelligent!

George: Although she could be mistaken for a boy, George is definitely a girl when it comes down to it.

Timmy: The only dog in the team, but probably cleverer than the rest of them put together. Timmy's the real hero.

HOORAY FOR TIMMY!!

The Famous Five

ADVENTURE

I expect most of you have read or started to read at least one of the Famous Five stories by Enid Blyton. And most of you will probably look back with fond memories of them. But undoubtedly there will be a few heathens out there who have still yet to sample one of these super books so I'd better fill you in on what they are about.

First of all the stories are all molded around the Famous Five: four children and their dog, Timmy. Now unlike most youngsters the Five are pretty famous for getting into trouble during their school hols with characters like Nazi spies and other rather dangerous types. But don't think that just because the Five are a bunch kids and a mutt they won't stand a chance against the baddies because this has been the downfall of many a dastardly spy.

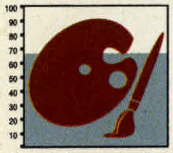
The game is based upon one of the stories entitled *Five on Treasure Island*. But this doesn't mean that you need to have read the book to play it – although it might help a little!

This is Aunt Fanny's house, where you will be staying during your visit. This would probably make an ideal HQ.

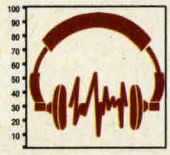
On the station you meet your cousin George. She's a bit strange for a girl, but she's OK when you know her.

It's styled in the way of your standard run-of-the-mill text adventure but with a slight difference. Because the Famous Five consists of more than one person, so you can keep control of what the others are doing, you can swap between the various characters. This way you can split up the party or if one of the characters is captured you will be able to make him do things while he is imprisoned. But will you be able to keep up the good name of the Five during the game by drinking enormous amounts of ginger beer, or will you end up as Nazi fodder? Now that would be a jolly old shame, wouldn't it?

ACTION INFO



THE FAMOUS FIVE
ENIGMA VARIATION £24.99
TEAM: NICK BYSON



Now before any of you cringe and turn your nose up at the Famous Five the game is quite good. It's just your basic text adventure, but a pretty good one. The parser is adequate (recognising all the major swear words for the people tedious enough to try them out – like us!). The pictures that are displayed every now and then are nice and add to the game no end. All in all, if you're a Famous Five fan then rush out and buy it, but if your not then don't let this stop you from trying the game.

LEAGUE RATING

55 WITNESS

56 FAMOUS FIVE

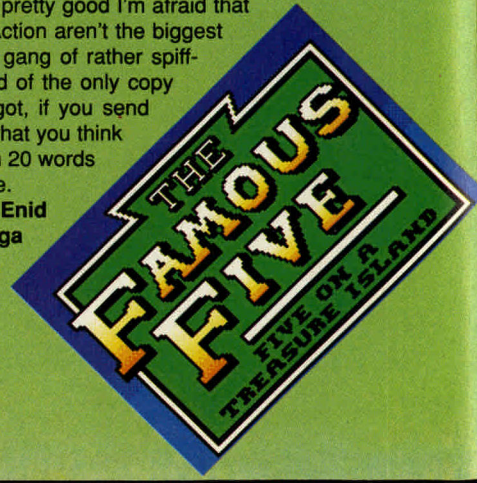
57 QUEST FOR THE

ADVENTURE

ENID BLYTON RULES OK?

Even though the game is pretty good I'm afraid that the guys here at Amiga Action aren't the biggest fans of Enid Blyton's fab gang of rather spiffing kids. So just to get rid of the only copy of the game that we've got, if you send us the best summary of what you think of Enid Blyton in less than 20 words we will send you the game.

Send your entries to Enid Blyton Compo, Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.



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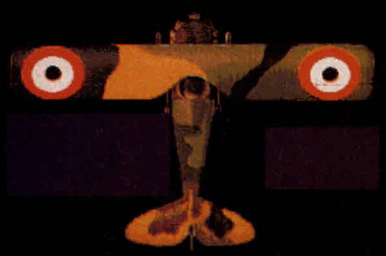


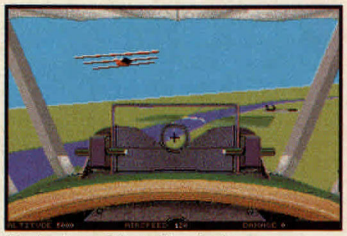
SPAD VII

ALBATROSS DIII

FOKKER DIII

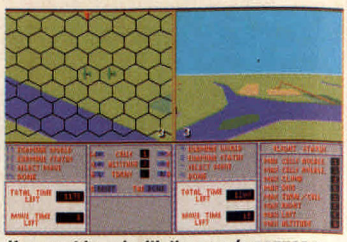
FOKKER DR 1

FOKKER EIII



You've traced down the single enemy plane, but you suddenly realise that you're on a collision course. Whether or not you want to stay and attempt to shoot him down is up to you.

Two players can battle it out head to head in the split screen mode. The first person to knock their opponent out of the sky takes the crown. The control panel is always displayed in two player mode.



If you get bored with the arcade sequence you can always design your own battles using the strategy section. Once you've mastered your plan you can just sit back and watch the action.

FLIGHT SIM

Blue Max

1914 – the world's first fighting aircraft shattered the peace. Daring young men would take to the sky like birds and participate in death defying battles above France.

For their bravery the Germans were awarded medals called the *Pour le Merite*, more commonly known to the British as *The Blue Max*. Such an award is only given to the most daring and courageous pilots, who were judged on the number of planes they knocked out each day.

Blue Max gives you the chance to re-live those remarkable years in aviation history. You must take all eight planes and learn their individual characteristics and techniques.

The game starts from the main menu. From here you can choose from a vast array of options to set up the scenario. Firstly, you must select whether you require one or two players and decide which side to take, either allied or enemy. The side you take determines the selection of aircraft, either British or German.

Other options include the ability to determine land and cockpit detail, as well as being able to tinker with the weather.

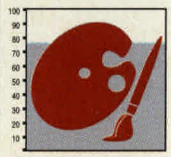
Once you're happy with the options you can begin the flight. Each mission begins in the sky. The cockpit dominates the lower half of the screen, while through your visor the outside world is portrayed in full 3D. In two player mode the screen is split down the middle and the two screens are shrunk lengthways to allow for a control panel. You can also view the control panel in the one player mode, but again, the playing screen is reduced.

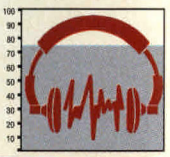
Flying the plane is simple, controlled by either mouse, keyboard or joystick. The function keys are used to select the alternative views to the left, right and rear of the plane.

Due to the age of the planes you can forget all the luxuries of a modern fighter, such as radar and guiding systems. To find the enemy you must pan left and right and use your eyes. Once you have the enemy firmly in your sights, you must tail the aircraft and try to line it up in your crosshairs. When the plane strays into this area you will open fire with your trusty machine gun. To complete a mission and receive your points you must safely land the aircraft.

If you'd prefer to set up your own battles, the strategic section allows you to make detailed battle sequences. Once defined you can sit back and watch the action.

A C T I O N I N F O





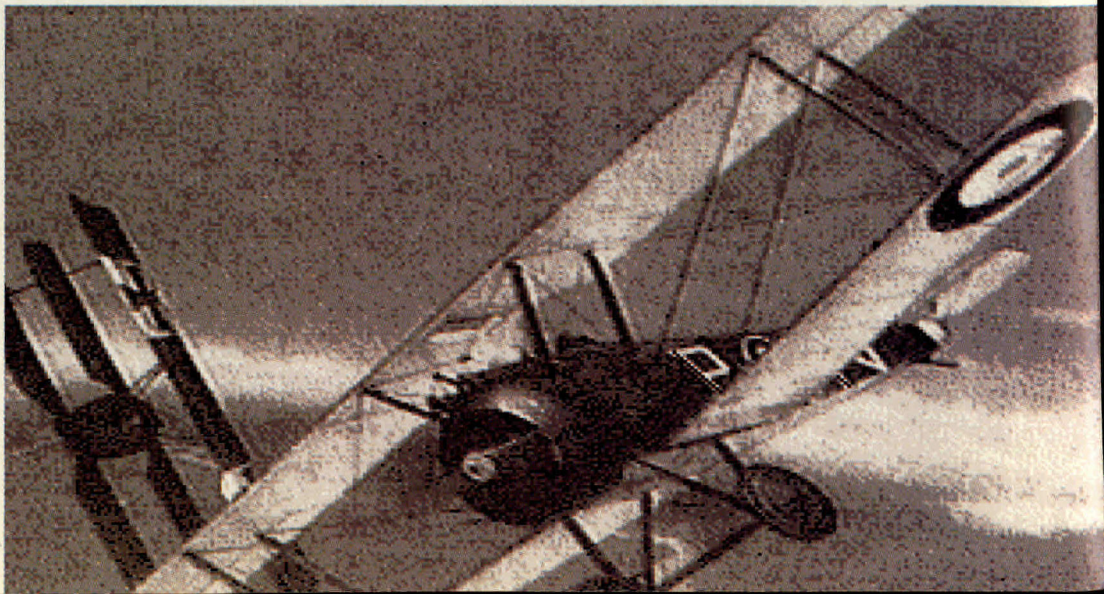
BLUE MAX
MINDSCAPE £29.99
TEAM: LISE MENDOZA

After viewing the intro, I hoped that Blue Max might be special. The presentation is a plus, being of a high standard with a vast array of menus. Unfortunately, all hopes of a good flight sim were dashed when the game began. The first thing to strike you is the incredibly slow screen update. The 3D literally grinds to a halt when there's any action. Taking this major problem into consideration and add the fact that there's a sheer lack of depth, all you've got is a game that's nowhere near the standard expected.

LEAGUE RATING

20 STRIKE FORCE HARRIER
21 BLUE MAX
22 BLUE ANGELS

F L I G H T S I M S



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VISA

Hero Quest

1) CHARACTERS: Choose Warrior, Dwarf, Ranger or Wizard.
2) PLAY CHARACTER: Which characters enter the dungeon?
3) NAME: Choose a fierce name for your brave adventurer.
4) RE-ANIMATE: If a companion was killed during your last quest you may be able to revive him.
5) SAVE/LOAD: Store a character to disk.
6) FORMAT: If you haven't a blank disk you can format one.
7) RETURN: Return to the main menu and begin the adventure.

ADVENTURER'S GUIDE TO HERO QUEST

1) CHARACTER: The adventurer currently being controlled.
2) GOLD: How much was that gold plated crossbow?
3) MOVEMENT: The number of squares you can move.
4) BODY: An indication of strength and physical prowess.
5) MIND: Have you an IQ of over 200?
6) EXIT: When you have had enough this is the place.
7) YOUR PARTY: Your group of adventurers.
8) MOVE: Click on these arrows to move the active character.
9) MAGIC: For those characters with a bit of Paul Daniels.
10) MAP: Lost? Check the map.
11) INVENTORY: Have a look in the old back pack.
12) SEARCH FOR GOLD: Cash is what it's all about and some clumsy oaf has scattered loads of it around the dungeons.
13) SEARCH FOR SECRET DOORS: Secret passages abound but you have to find them first.
14) OPEN DOOR: Open a door before you walk through!
15) FIGHT MONSTER: When you come across a terrible Demon kick its head in with this option.
16) END TURN: Killed everything? Let somebody else have a go!

ARCADE ADVENTURE

"Ere, wot's dis den?" enquired Bogrub as he eyed the strange machine that sat on the flagstones in front of him. The light from the flames of their torches flickered on the glass plate on the front of one of the boxes.

"Erm, it's one of dem 'puter fingeys innit." replied Snotalot as he plopped his little green body down in front of the contraption and casually pulled a green fungus from his nostril. *"Ya know, one a dem smalls."* He started poking and prodding the machine, occasionally grunting with satisfaction and burping for effect.

"Wot?" His friend was clearly not impressed.

The Goblin started to bang enthusiastically on the keyboard in front of him. *"Ya stoopid or somefink? A small, a wotsit fingy. Erm, dats it! An meager!"* The glass plate then flickered to life and, engaging his tiny little brain, Snotalot tried to read from it: *"He rows cue est. Bloody zog! It's da new game from Gremlin. Dis I gotta see!"*

Anybody who has played the boardgame will know that up to four people can play Hero Quest at the same time so the first thing you should do is invite your mates around. The four characters to select from are: The Barbarian who excels in combat, the Dwarf who is adept at finding traps and disarming them, the Elf who is good with a bow but has limited magical abilities and the Wizard who's a bit of a

Each of the spells has different powers and effects. Earth, for example, allows you to move through walls or bury your opponents, but fire is mainly concerned with turning your enemies into charred stumps and other pyrotechnic things.

Are you a Man/Dwarf/Elf or are you a mouse? There is a whole host of quests to choose from and as you progress through the list the tougher they become. Only the stoutest of adventurers will complete all the challenges.

As every seasoned adventurer knows quite a living can be made out of wandering around the corridors of a long forgotten castle. When you have found enough cash you can buy a villa in France and spend the rest of your days sunbathing.

whimp but makes up for it with his magical powers.

Before entering the dank and dark dungeons you must select equipment for your adventurers and ensure that they are prepared for the quest ahead of them. Swords, bows, shield, armour and potions should all be in the inventory of any discerning adventurer. The Wizard and Elf can select their spells from the four different elements, Earth, Wind, Water and Fire.

After this it's time to face the terrors that await you. Be brave young adventurer, only the strong of heart will be victorious. You view the dungeon and corridors from an elevated angle with your characters in position on the flagstone floors. You can move upto 12 spaces (the maximum is randomised each turn) and perform an action. Searching rooms for treasure and hidden doors, disarming traps, casting a spell and engaging a foe in combat are just some of the shady things you will get involved in.

All the things that would normally require you to roll the dice if you were playing the boardgame are now handled by the computer. Combat, searching, magic and so on are now instant. The results of all of the dice rolls are displayed so that you can see how your characters are fairing against the opposition.

When you have cleared out one of the dungeons fear not, there is a whole host of other scenarios for you to try your hand at. Your characters can be saved to disk for use at a later date, allowing them to gain in power and prowess. Don't get too smart though or you may get a visit from the great god Khorne!

OVERALL SCORE 87%

A C T I O N I N F O

HERO QUEST
GREMLIN £24.99
TEAM: 221B

Gremlin have built quite a reputation for themselves recently and Hero Quest was eagerly awaited in the AA offices. The graphics are well drawn, the sound is atmospheric and the gameplay is brilliant. If anything the computer version is better than the original. The game is hassle free and doesn't require you to read through a book of rules. With the addition of the new scenario disks you should be playing for years to come. Worth buying whether you are a fan of the boardgame or not. Excellent!

LEAGUE RATING

7 CADAVER
8 HERO QUEST
9 XENOMORPH

ARCADE ADVENTURE

The Warrior has stumbled across a group of the Undead. Even though he is a brave fighter it is unlikely that even he could survive an encounter against this little lot. He has two options. Either retreat and try a different route or summon help from one of the other characters.

You have discovered the Orc Lords inner sanctum. He is protected by a Zombie slave and is a formidable fighter himself. The larger creatures are formidable fighters so the Warrior and Dwarf will have their work cut out trying to vanquish him.

BARBARIAN: *If you want to indulge in a bit of hack and slash this is the character for you - good with a sword but lacking in the brains department.*

DWARF: *Traps abound in the dungeons you are about to enter and disarming them is the Dwarf's special ability. Being sturdy of build he can also put up a good fight.*

ELF: *If you are undecided as to which character to play, the Elf could be for you. He has a good selection of skills and is even able to perform a little magic.*

WIZARD: *Do you prefer to use brain power rather than muscle? The Wizard is a bit of a whimp but more than makes up for this with his magical powers.*

Deep within the dungeons are many things for you to discover. The Wizard has unearthed a tomb. Whatever it is that waits inside you can bet it isn't friendly. If you walk away you could be missing a fortune in treasure.

Like the boardgame the results of any skirmishes are determined by the combatant's skills and the roll of a die. The number of shields displayed tell us that the Dwarf has scored 2 and the Orc 4. The Dwarf is going to lose 2 life points.

A plush spectator-filled arena is the setting for this fierce combat. The pilot's pod on one of the droids has been completely ripped open. The indicators at the bottom of the screen show how much damage each part of the droid has taken.

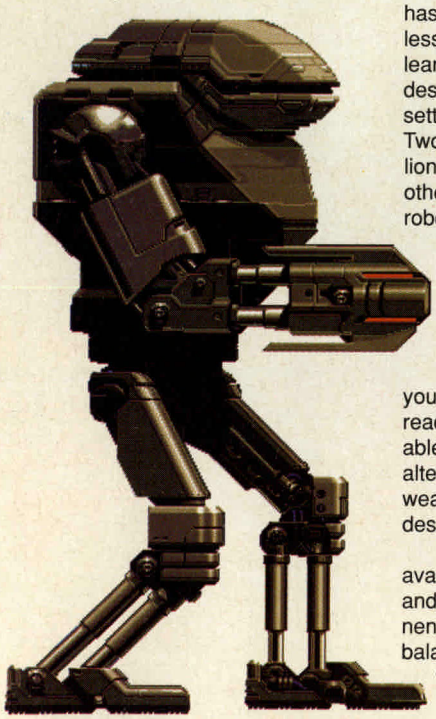
Not all the battles you take part in are in up-market arenas with extensive facilities. This run down building provides the setting for this skirmish. Using long-range missiles one of the competitors attempts to keep his rival at arm's length.

Metal Masters

BEAT 'EM-UP

In the world of board games gigantic robots that bash the seven bells out of each other are a popular subject. Battletech, Adeptus Titanicus and Robotech are just some examples. Now thanks to Metal Masters from Infogrames they have appeared on the home computer.

You live in a world of decay. A civilisation that is but a shadow of its former glory. Where there once stood mighty and graceful buildings there are now ruins and rubble. And all because of war, a war that only the Lord of Death won.



Just a selection of some of the components available for you to design your fighting machines. Each has different weapons and armour rating.

But not all the former technology has been lost and lessons have been learnt. In place of war and destruction all disputes are settled in an arena of combat. Two warriors battle instead of millions of soldiers. They face each other in towering high-technology robots, each mounted with awesome weaponry and tons of armour plates. The winner will give victory to his people. The loser will face humiliation and defeat.

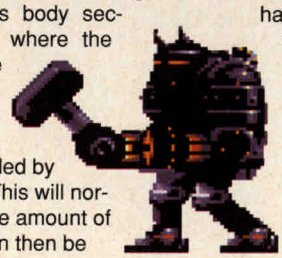
You have the option to design your own battle droid or choose a ready built model from those available. Arms, legs and body can be altered to suit your own tastes and weapons added or removed as you desire.

A set amount of credits are available to spend on your creation and the sum of all of the component parts must not exceed your balance (as you will get a nasty letter from your bank manager). You can stockpile components in case you run into bad times or if you decide to make a last minute alteration just before the fight.

After the pre-bout hype it's on to the battle field for the serious stuff. Using the joystick you must walk, crouch or run until you are in an advantageous position.

When at long range you can pound the enemy with lasers and missiles then move into close combat and smash them clubs, axes and chainsaws! If a component takes too much damage it becomes inactive. For example if you cripple a robot's legs it will no longer be able to move. Your main target is your opponent's body section as this is where the pilot's capsule is located.

If you are victorious you will be rewarded by your people. This will normally be a large amount of cash which can then be combined with any money that you have gained from trading in old robot parts and used to build a bigger and better fighting machine. Victory will only belong to the most vicious, powerful and deadly of warriors.



ACTION INFO

METAL MASTERS
INFOGRAMES £24.99
TEAM: P. FANTON & P.VILLAIN

Metal Masters is basically a beat'em-up game with a twist. The ability to design your own machines adds an extra dimension to the theme. As we have come to expect from the Amiga the sound and graphics are good although more thought could have gone into conveying the scale of the battling droids. Controls are simple to use and to be honest you can fathom the workings of the game without even looking at the instructions. My only complaint is that the gameplay will probably become repetitive after a while but the two player option may be the saving grace.

LEAGUE RATING

13 CHAMBERS OF SHAOLIN
14 METAL MASTERS
15 BLACK TIGER

BEAT 'EM-UP

OVERALL SCORE 79%

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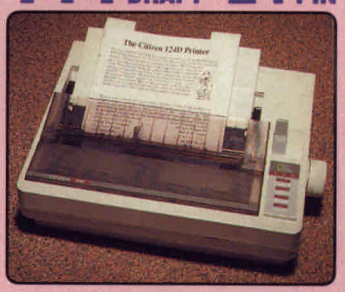

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192 CPS DRAFT 9 PIN

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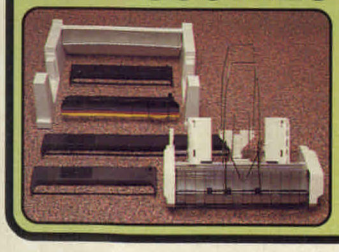

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Monkey Island

ADVENTURE

A young man by the name of Guybrush Threepwood has moved to a small island in the Caribbean called Melee. What takes him to such a far out place is his determination to become a swashbuckling, blood-thirsty pirate.

As usual the island is bustling with pirates. Most of them spend the majority of their lives in the local bar swilling an acidic substance known affectionately as Grog. It soon becomes apparent though, that not everything on Melee island is quite right.

Not one to be put off easily, Guybrush continues his quest that effectively begins in the Scumm Bar. Here, he will discuss becoming a pirate with the locals who inform him that he'll have to prove his worth by completing three trials: Mastering the sword, the art of thievery and treasure hunting.

Playing the part of Guybrush Threepwood, you must explore the island and mix with all the locals. As with previous Lucasfilm games, the top two thirds of the screen is dominated by the animation window. All the graphics are displayed from a third person view with the screen scrolling to accommodate for larger scenes. The remainder of the screen is used to construct your sentences that tell Guybrush what to do.

As is the usual for this style game, a point 'n' click method is employed. For example, if you wish to pick up an object such as the hunk of meat in the Scumm Bar kitchen, you must select the phrase *Pick up* and then click on the object you wish to take. This will add the object to your inventory list.

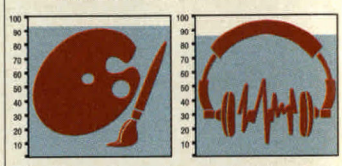
Selecting the *Talk to* option will gives one of two possible outcomes. The first is a few words

THE AMIGA ACTION SUPER LEAGUE ACCOLADE

To get anywhere in the adventure, you're going to need some cash. The only way to do this is to get a job at the circus and risk your life as a human cannonball. Whatever you do, don't forget your helmet!

ACTION INFO

MONKEY ISLAND
U.S. GOLD £25.99
TEAM: LUCASFILM GAMES



As with previous releases, the attention to detail and the finely tuned gameplay cannot be faulted. The graphics for instance, are stunning throughout, with plenty of animation and facial expressions on the characters. Coupled with the excellent Caribbean tunes and the rhythmic reggae stomps the game simply oozes character and atmosphere. If you're new to adventures such as this, you'll probably find the difficulty level perfect, whereas more experienced adventurers may find it a little easy. However, there is absolutely no excuse for not owning this game.

LEAGUE RATING

1 INDY. JONES & CRUSADE
2 MONKEY ISLAND
3 SPACE QUEST SERIES

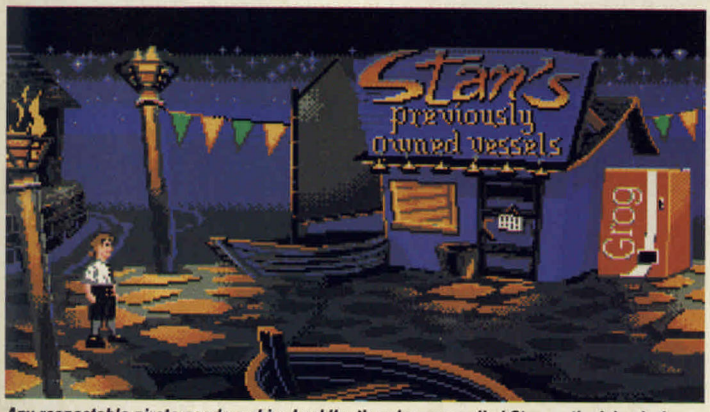
ADVENTURE

from the selected character which don't warrant a reply. If the conversation is to be in depth you'll need to be able to answer back, so a selection of responses is supplied. Some are fairly abusive, so it's best to think twice before using one of these. It seems that the only way to extract information from the locals is to be pleasant.

Because Lucasfilm are very nice people, the chance of being dropped by simply venturing into a newly found place is very slim. If danger is not too far away the game will make it obvious, giving you plenty of time to re-think.

As the story unfolds you'll realise that the ghost of Captain LeChuck is the reason why so many pirates stay ashore. The intermittent screens also make it quite obvious that he doesn't want any interfering kids threatening him.

Before you can take on the sword master, a few basic lessons will be required. You'll soon realise though that even the most feared pirates cannot defeat the master, so you'll have to learn a few insults.



Any respectable pirate needs a ship. Luckily, there's a guy called Stan on the island who sells second-hand vessels. If you're out to save money though, prepare to haggle!

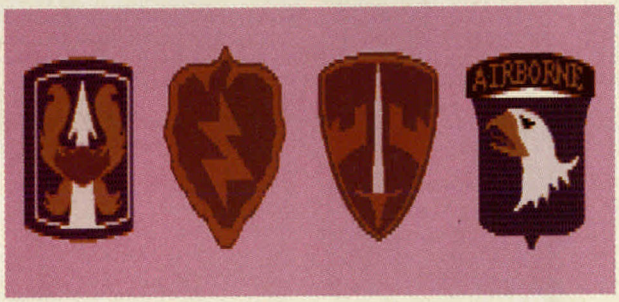
(Right) An overhead view of the island is incorporated to allow movement from one place to another. On your voyages between villages, you may come across various characters all willing to take you on in a sword fight. Get your best insults to the ready.

(Left) To cross that chasm, you'll have to take a ride down the rope slide, preferably without burning your hands. Don't be too scared, even a chicken would take that on!

Before causing any trouble on Melee island, remember that there's an officer of law around every corner. Here, you've just been warned not to take a trip down the back streets at night.

'Nam

This is the full map of South East Asia. All the important places are named.



All your units are displayed by icons. These icons allow you to define orders.

STRATEGY

Vietnam was the longest and most controversial war the United States has ever been involved with. It was a war that was not only fought in the humid jungles of South East Asia, but also in the meeting rooms and corridors of the White House.

You are now given the chance to change the face of history as we all know it, courtesy of Domark. As President of the United States of America you must prevent South Vietnam falling into the hands of a Communist government, by providing military commitment and ensuring that the general public remain satisfied with your decisions.

Your responsibility as a player does not end there. Not only do you play the President, but you also take control of the Commander-in-Chief, so once the military forces are deployed, you have to decide when to advance units into possible conflicts and define the tactics that you feel will help overcome the invading Viet Cong guerillas.

NEW YORK TIMES

Uncertainty over Vietnam Policy

Dateline Washington : January 1963
The public is uncertain over the president's Vietnam policy. Will he continue a low key American presence, or escalate the war.

Journalists in the area share a similar view to the public, so there's a good chance of finding out whether you're still President.

The President section of the game is run from your desk in the White House. Each screen contains digitised pictures and mouse driven icons. From here can air-mobilise units, commit troops and generally ensure that the military resources are kept constant. Over commit your forces and the election may go against you; behave irresponsibly and an election defeat is the least of your worries.

When you switch to the Commander-in-Chief role, you can utilise the military forces by the use of maps and by moving icons that represent your individual units.

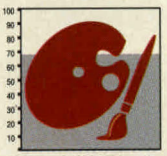
Three of the war's major battles are fully portrayed at Tet, Khe Sanh and the 1975 Offensive. In each battle the terrain and conditions vary.

Another decision you must take is whether to play the role of either President Nixon or Johnson. This decides if the game begins in the year 1968 or 1964 respectively. The longer period of time you're in power, the more careful you'll need to be with your resources and management.

To help with your quest you've got two right hand men who are always glad to offer you their opinion on the current state of play.

Ever fancied sitting in the President's seat? Well now's your chance. The game begins from this screen and you'll have to return to it frequently to read the newspaper!

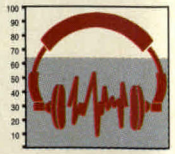
ACTION INFO



'NAM

DOMARK £24.99

TEAM: M. STIBBE & C. BOSWELL



Although NAM is classed as a wargame, in many ways it's not. Rather than just instructing your units, you have to get involved in the rlaborious task of ensuring the economic side is running smoothly. This didn't appeal to me as I'd prefer to move straight into the action. The digitised graphics complement the action throughout and give an authentic feel, even though the picture quality is fairly rough. Overall, if you'd like to manage a war and get involved with military conflicts, NAM may appeal to you.

LEAGUE RATING

28 STORM ACROSS EUROPE

29 'NAM

30 NUCLEAR WAR

STRATEGY

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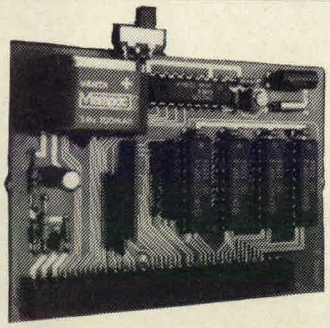

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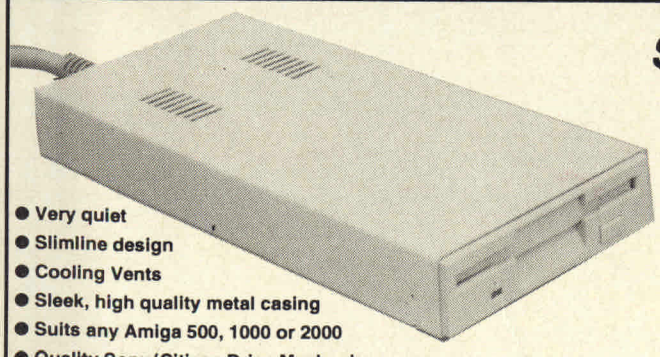

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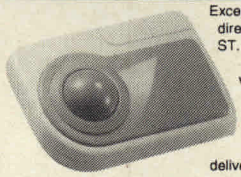

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Spirit of Excalibur

STRATEGY

It is the year 539 in Arthurian England. Arthur has been killed at the battle of Camlann, and his realm is in ferment. You are the Crown Regent, Lord Constantine, King Arthur's successor as the leader of the renowned Knights of the Round Table. You are in York as the game begins, and you must make your way to Camelot to take the reins of power. Much of Arthur's power, however, is not yours to command.

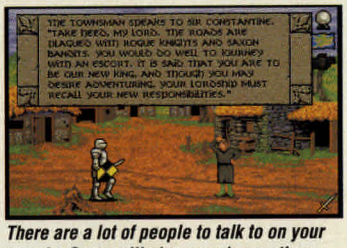
Sir Lancelot Du Lac, Arthur's great companion, incomparable champion, knight and cuckhold, has gone into retreat. He has taken the greater part of Arthur's knights with him. Many other knights, kings and powers of the land will not acknowledge your authority. Your Round Table is a shadow of its former glory.

To make matters worse, the legacy of Arthur's bastard son Mordred has come back to haunt you. Though Arthur slew Mordred in his final battle, Mordred's sons Melehan and Morgolon have grown to maturity and are carrying on his quest to usurp the throne.

Controlling Sir Constantine and his forces, using your skill and intelligence, you must reunite England and restore the Round Table. This task will not be easy with your numerous enemies, but as you progress through the game you have the chance to make many friends who will serve you and help defeat the many enemies of England.

Strategically inclined, the game allows you to watch the many battles that lie ahead, and if you wish to you can control your soldiers as they fight to vanquish the enemy forces. However, you don't have to and by leaving the controls alone the soldiers will fight on their own in an attempt to make you the King of England. Good luck!

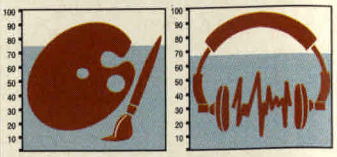
Stopping on the way to Camelot you enter an abbey and have a look around, but find nothing for your toil. Maybe next time you will be more lucky.



There are a lot of people to talk to on your travels. Some will give you clues, others will join your forces. Just be careful not to run into any hostility.

ACTION INFO

SPIRIT OF EXCALIBUR
VIRGIN £29.99
TEAM: SYNERGISTIC SOFTWARE



On first impressions Spirit of Excalibur looks like yet another Defender of the Crown clone (aaargh!), but it's not so don't jump off that cliff just yet. The combat sequences of the game are quite different and you have a lot more control over your armies and knights. However, one gripe I do have is with the mouse control – it's very awkward. Most of the control icons are on the right side of the screen alongside the map and each time you go to use them it makes the map scroll in that direction – easy to rectify, but extremely irritating. Not a bad game overall though.

LEAGUE RATING

37 RINGS OF MEDUSA
38 SPIRIT OF EXCALIBUR
39 IMPERIUM

STRATEGY

OVERALL SCORE 70%

RULE ENGLAND FOR A DAY

There have been quite a few stories about old King Arthur and his Knights of the Round Table, each one slightly different to the other, and in fact some being totally different. But there are still places existing today that leave proof that the Arthur story might be true. In fact there's one pretty close to our works called Alderley Edge that has a definite involvement. But what we want to know from you lot is the name of the place at Salisbury. The first person who sends us the answer on a postcard will be sent a copy of the game.

Send your answers to:
King Arthur Compo,
Amiga Action,
Europa House,
Adlington Park,
Macclesfield SK10 4NP.

(Left) One of your friends at Lincoln has been challenged to a duel. Unfortunately, he is already wounded and will have to decline the and lose honour, unless of course you will fight for him.

Arriving at Leicester you notice a battle going on. If you could help defeat the attacking forces the defenders would be indebted and join you.

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Eye of the Beholder

ACTION INFO

EYE OF THE BEHOLDER
U.S. GOLD £30.99
TEAM: SSI

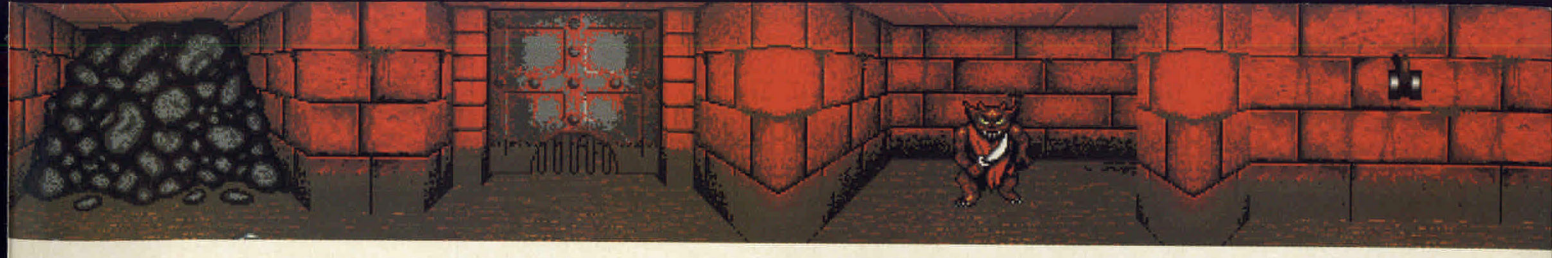
I wondered where SSI could advance to next when I viewed their last product, and now I know. But even though it is almost identical to Dungeon Master it hasn't quite got the same zest. The graphics are rather gaudy, and it would have been better if the walls had been grey. But on the other hand the sound FX are more than adequate. With all this taken into account the game is excellent and although it doesn't knock DM from the number one spot it's certainly worth getting hold of.

LEAGUE RATING

4 CORPORATION
5 EYE OF THE BEHOLDER
6 CADAVER

ARCADE ADVENTURE

Once you've started the game you can keep a regular check on your characters by simply clicking the mouse button over their picture. One click will bring up an inventory of what they're carrying and wearing, and a second click will bring up the character's stats.



There was always something going on in Waterdeep, and that's precisely the reason you were there. The huge city was known throughout the land and it was every child's dream to become an adventurer and walk the fabled streets of the city.

But things were not quite as you imagined them. The streets weren't as beautiful as people had said, and everybody was pretty nasty to say the least. But you and your friends were there now and there was little you could do to change matters. What you had to concentrate on now was getting a job and some money in your pockets. You were desperate, and that's exactly what the Lords of Waterdeep were after.

You were summoned to their mansion within the city walls and there they offered riches beyond belief for just a simple job that needed to be done. Apparently, they had got word of a conspiracy. A group of evil-doers (as they called them) were assembling under the city and preparing to kill the Lords and take control of the city themselves.

All your party had to do was enter the city's underground catacombs and destroy the threat before it got out of hand. No sweat for a party of your calibre. How wrong you were!

Quite a few times we have said in a review how a game such as Captive or Corporation have been very similar to the mighty Dungeon Master. Well, they've got nothing on Eye of the Beholder. The game is almost identical in gameplay, with only the AD&D rules and the story line changed. But even so, do the punters really care? Not really! In their eyes as long as the game is top rate who cares?

As mentioned above the game uses AD&D rules, which is pretty much standard for SSI games these days. This is very good, as people who have played the previous releases from SSI are now getting quite familiar with the rules and know what they're doing before they've even started. This avoids wasting a load of time trying to find out how the game plays best.

However, this time the rules have been changed just a tiny bit to copy the AD&D second edition. They have been upgraded to iron out the few odd points that didn't really make sense and left a few loop holes in the game. But they don't really affect the play that much so you can still dive straight in without having to slave for ages over a manual.

One major advantage that Eye of the Beholder has over Dungeon Master is that it can handle up to six characters. You can generate four characters to start the adventure off with, but as you make your way through the numerous dungeons beneath Waterdeep you can let up to another two join.

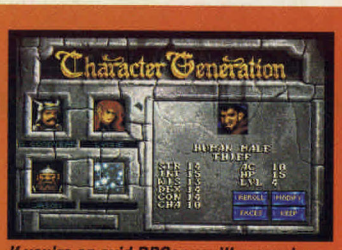
The only difference between these characters and your own is that they are NPCs (Non Player Characters). Unlike normal characters which you can control NPCs are controlled by the computer and fight and cast spells on their own. Although this can cause problems in some places, its good points far outweigh its bad, especially in combat where they will fight for themselves.

Why should you bother getting different character classes? Well, one reason is that throughout the game there are runes written on the walls that tell you things and you have to be the right race to read them.

The control system is again very similar to Dungeon Master, and everything is handled via the mouse, right down to generating the characters, although you can use the numeric number keys to move if you want (I did!). Once people find out that Eye of the Beholder is a DM clone, it should sell itself, but the game is still good on its own merits so rush out and by it yesterday, or sooner if you can.

Even though a door may be locked, it doesn't mean that you need a key to open it. If you have a thief in the party you can pick most of them.

Entering the dungeons you come across a skeleton lying on the floor. It might not look much now, but later on this pile of bones will be one of the NPCs that will help you.



If you're an avid RPGer you'll recognise these stats. Yes, they're just the same is in the real AD&D. How nice!

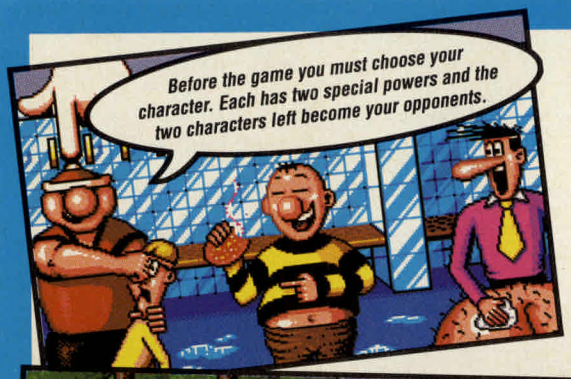
A vast array of spells is waiting to be found. And they're pretty powerful at that. You start of with a few that can be used, but the others you have to find.

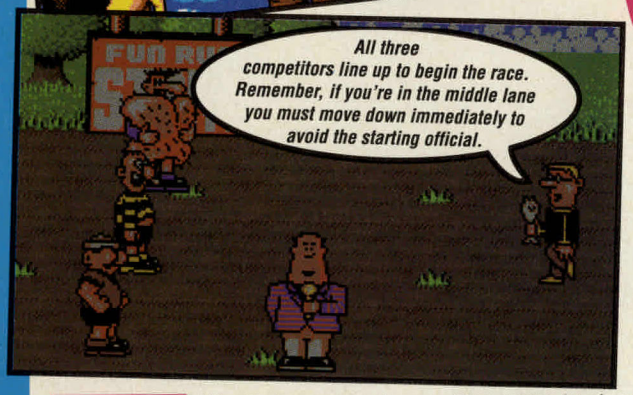
DRAW LUCIFER A DEMON FROM HELL COMPO

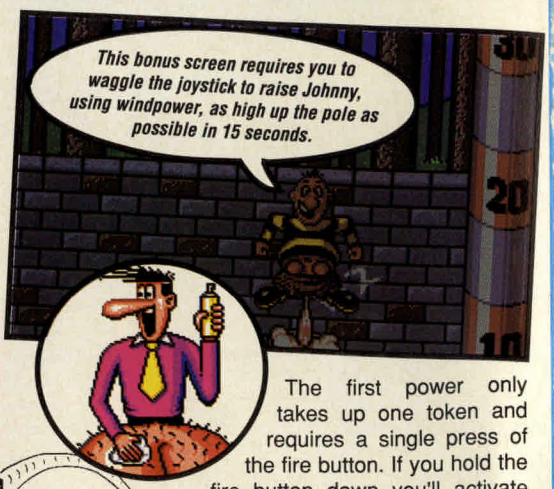
What with the new VAT increases a lot of you poor kids who didn't have to pay the Poll Tax are now having to fork out extra cash for those games that you buy on the shelves. Well, just to save you some money you can win a copy of SSI's mega game Eye of the Beholder. All you have to do is design a Dungeon and Dragons monster. It doesn't have to be flash, just funny (remember we've got a sick sense of humour) in some sort of way. Why not make one of the AA staff into a monsterous freak (it shouldn't take a lot). Poor old Dougies going to come in for a load more stick.

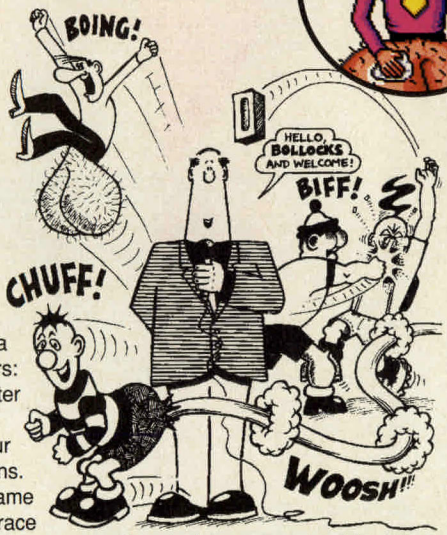
Send it to us at: D&D Monster Compo, Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP and the first one that makes us wet our pants with laughter gets the game.

Viz









SPORT SIM

Viz first appeared in 1979 on the streets of Newcastle, where a mere 150 copies were printed. Twelve years on the magazine is one of the top four sellers in Britain at around 1,100,000 copies per issue.

Such popularity has prompted the development of the computer game. Incorporating three of the most popular characters taken from the magazine, Virgin hope that the computer version will be just as successful.

The game begins with a choice of three characters: Johnny Fartpants, Buster Gonad and Biffa Bacon. Once you've chosen your character the challenge begins.

The main part of the game is simply a fun running race against the two other, unchosen characters. The idea being to reach the finishing line before your opponents within the given time limit.

The screen scrolls from right to left, revealing new obstacles as you progress. Collision with one of the obstacles will result in a fall, a time penalty and also a shame token. If you collect three such tokens you'll be forced to duck out of the race.

Throughout the race Rodney Rix, the referee, keeps an eye out for any nasty goings on. If, for instance, you happen to stray out of your given lane, he'll throw bricks at you. Being hit by an object has the same effect as running into an obstacle, so it's wise to stay in lane whenever possible.

To help you complete the course you are given special powers. When activated they help speed you up to get out of dangerous situations or they may assist you to knock over the other competitors. Johnny, for instance, uses his guff power to give him extra speed, Buster pulls out a wheelbarrow to carry his monstrous gonads and Biffa simply biffs people with his fists or turns into a speeding brawl, knocking over other characters.

Each character has two different powers and you can only use them if you have gained any tokens in the intermittent bonus games.

The first power only takes up one token and requires a single press of the fire button. If you hold the fire button down you'll activate your second power. However, your second power requires five tokens. There are six bonus screens in all, two for each character. Five require frantic waggling of the joystick over a period of 15 seconds as you take part in events such as beer swigging, pancake flattening and balloon pumping. The other event is brick deflecting that requires timing rather than waggling.

The race spreads over five sections: Country, Town, Building Site, Beach and Disco. Each course introduces new obstacles and characters and your competitorsbecome stronger runners. Fail to complete one of the courses and you'll have to do it all over again, starting from the very beginning. And that isn't funny!

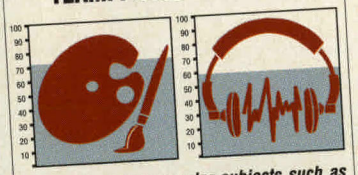
OVERALL SCORE 62%

ACTION INFO

VIZ

VIRGIN £19.99

TEAM: PROBE SOFTWARE



Games based on popular subjects such as films and coin-ops are usually sub-standard products. Viz is no exception. Underneath the humour and the comical graphics lies a game that most people wouldn't touch if it had its own name. The race game is very simple and fairly addictive at first but you'll soon become very frustrated as your attempts to finish are hindered by another dose of random death. The intermittent bonus screens, although graphically good, are also very annoying consisting mainly of mindless joystick waggling. Fun at first, but basically a very average game.

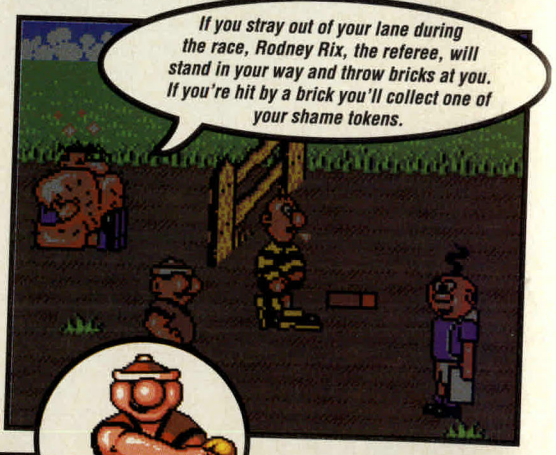
LEAGUE RATING

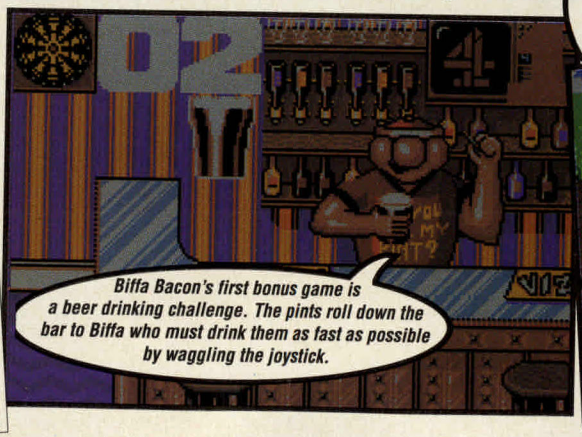
42 3D POOL

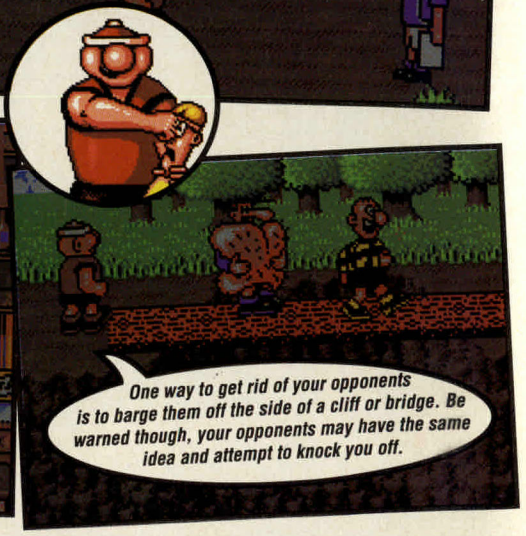
43 VIZ

44 STRIKER

SPORTS SIM







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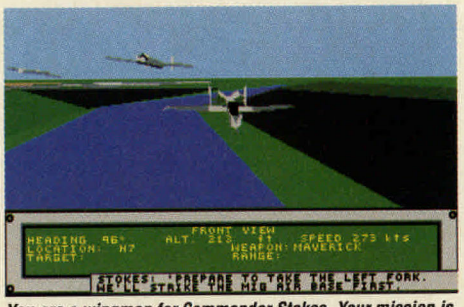
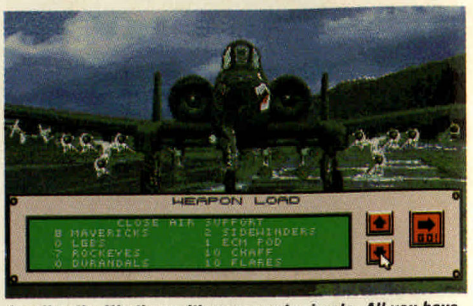
AA JUNE

Meet Commander Cord. He's full of advice and wisdom. In the briefing he will give you your orders. Once you get airborne you can do as you please but remember Cord will be waiting for you when you land.



You are a wingman for Commander Stokes. Your mission is to disable enemy air bases in the area. Using a river bed for protection against enemy SAMs you can spring a surprise attack upon your target.



Loading the Warthog with weapons is simple. All you have to do is choose from the pre-defined options that are available. Your commander will advise you but you must decide upon your options for the next mission.

A-10 Tank Killer

FLIGHT SIM

Devastating, mean and ugly. No, that's not a description of Steve White, the Amiga Action Ed, but the A-10 Thunderbolt 2, affectionately known as *The Warthog*. If that was a description of Steve then *Big Nose* would have appeared somewhere!

Flying low over the tree tops, weaving in and out of hills, speeding along the bottom of narrow valleys: This is the world of the Thunderbolt. The A-10 was designed for one specific battle-field role – to destroy enemy armoured vehicles so, consequently, its air-to-air combat capabilities are virtually non-existent.

This aircraft requires a pilot with fast reactions and nerves of steel. Someone who can concentrate on the mission and ignore any other distractions. Somebody who can make life or death decisions on the spur of the moment. Would you be the ideal candidate?

You can choose to fly a single mission or if you are feeling really ambitious embark on a campaign against communism and anything and everything red. Commander Cord will then brief you on your selected task. You will be informed of the type of targets that you must destroy and their locations.

The ordnance you carry for each strike will be the most important pre-flight decision that you will make. The A-10 has several defined weapon payloads for you to choose from. Each includes the powerful Avenger cannon as standard but they have varying amounts of Mavericks, Paveways, Rockeyes, Sidewinders and Durandal Anti-Runway Bombs. Your commanding officer will recommend a payload but you are free to choose any configuration that you desire.

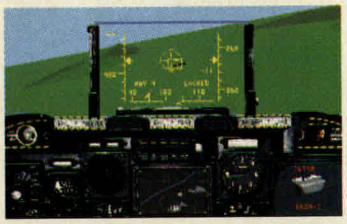
When you get airborne the first thing to do is lock the first target into your navigation computer. The Heads-Up-Display (HUD) will then guide you to your first victim. When flying you should keep as low as possible and use the hills and valleys to screen you from enemy SAM sites. Your map will supply you with details of the missile ranges of the enemy bases so that you can plan the safest route to take.

Your HUD will inform you when any targets appear. A camera will supply you with a magnified view of the enemy and a box will *pickle* the victim showing that you have locked on. Choose the correct weapon to destroy it and then let loose. Your co-pilot will inform you of any kills that you make and you will be given points for successful eliminations at the end of every mission.

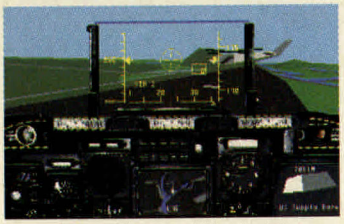
The Thunderbolt is a devastating machine in the hands of the right person. This is your chance to prove that person is you!

OVERALL SCORE **75%**

The strategic map gives a general overview of the area and shows the positions of enemy installations allowing you to plot a safe course to your target. You can also toggle an area and your HUD will automatically guide you towards it.



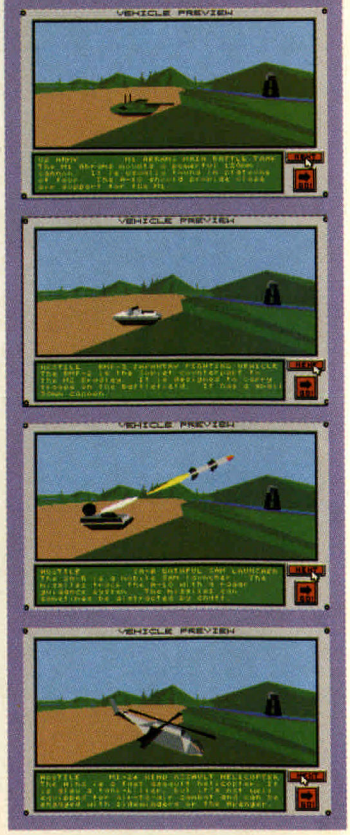
As your primary role is to support friendly ground units you will spend a great deal of time flying very close to the ground. When you encounter a target you must destroy it and clear the area before the enemy can respond to your attack.



You arrive just in time. A Russian Hind attack helicopter is about to destroy a US supply base. Your Air-to-Air combat ability is limited to a pair of Sidewinder missiles and your Avenger cannon. You will have to rely on a great deal of luck.

DEATH FROM ABOVE

There is a plethora of ground and airborne vehicles to get in your way. Before eliminating a target you will have to identify it. Shooting friendly vehicles does not enhance your chances of promotion so make sure that you know friend from foe.



ACTION INFO

A-10 TANK KILLER
DYNAMIX £29.95
TEAM: D. SLYE & L. HUTTON

Although Tank Killer hasn't received a lot of hype I had heard generous amounts of praise for the PC version and was looking forward to the Amiga game. What a disappointment. As far as flight sims go it isn't too bad but when you compare it to the likes of Falcon and F-19 it just doesn't make the mark. The graphics are brilliant in places and appalling in others which sums up the whole game. A package of mixed quality that leaves me feeling that more could have been made of it. For flight sim fans only.

LEAGUE RATING

11 MIG 29 FULCRUM
12 A-10 TANK KILLER
13 F29 RETALIATOR

FLIGHT SIM

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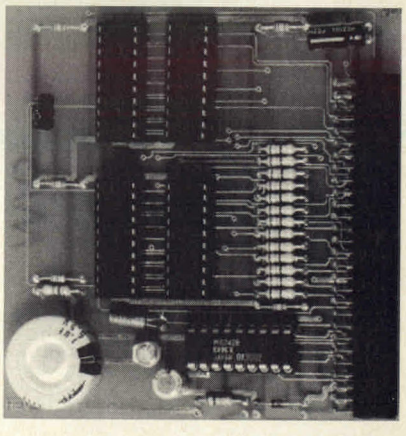

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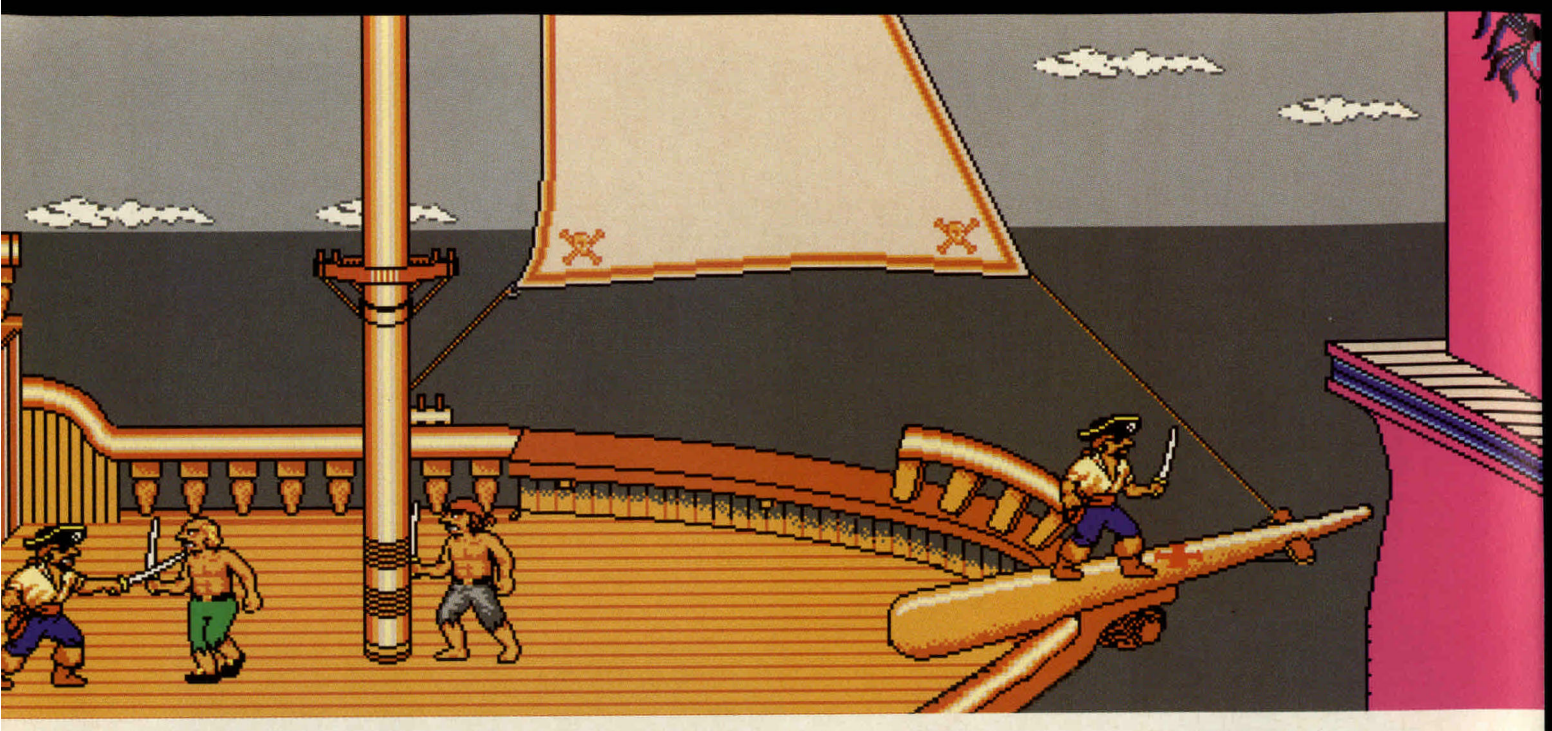
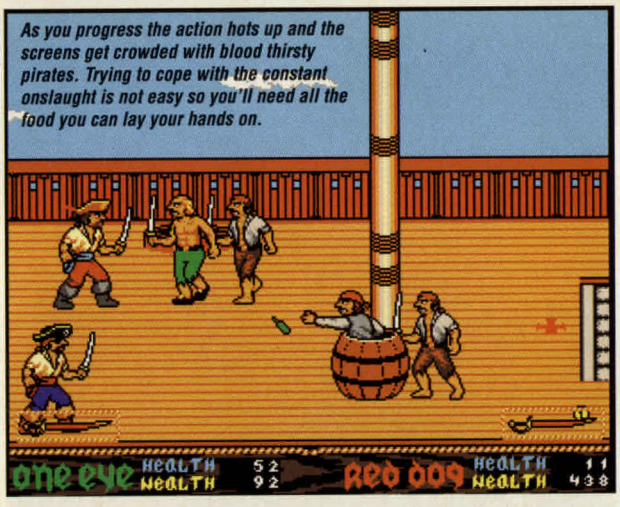
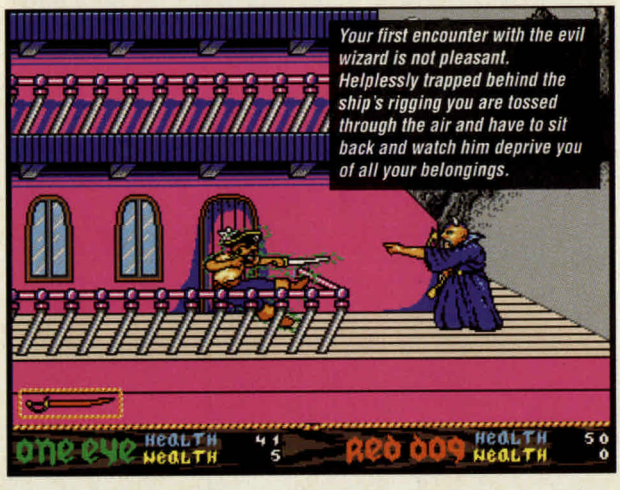






Skull an

BEAT 'EM-UP

Land ahoy shipmates! And what an evil land it is too, me hearties. Not content with his wonderful powers, the evil wizard has nicked all the treasured belongings and influenced all the local pirates to help defend himself and keep hold of the goodies.

However, two young pirates by the names of One Eye and Red Dog have avoided the wizard and are all set to retrieve the ill-gotten treasures. You play the part of One Eye, who if necessary, can team up with Red Dog in the two-player mode.

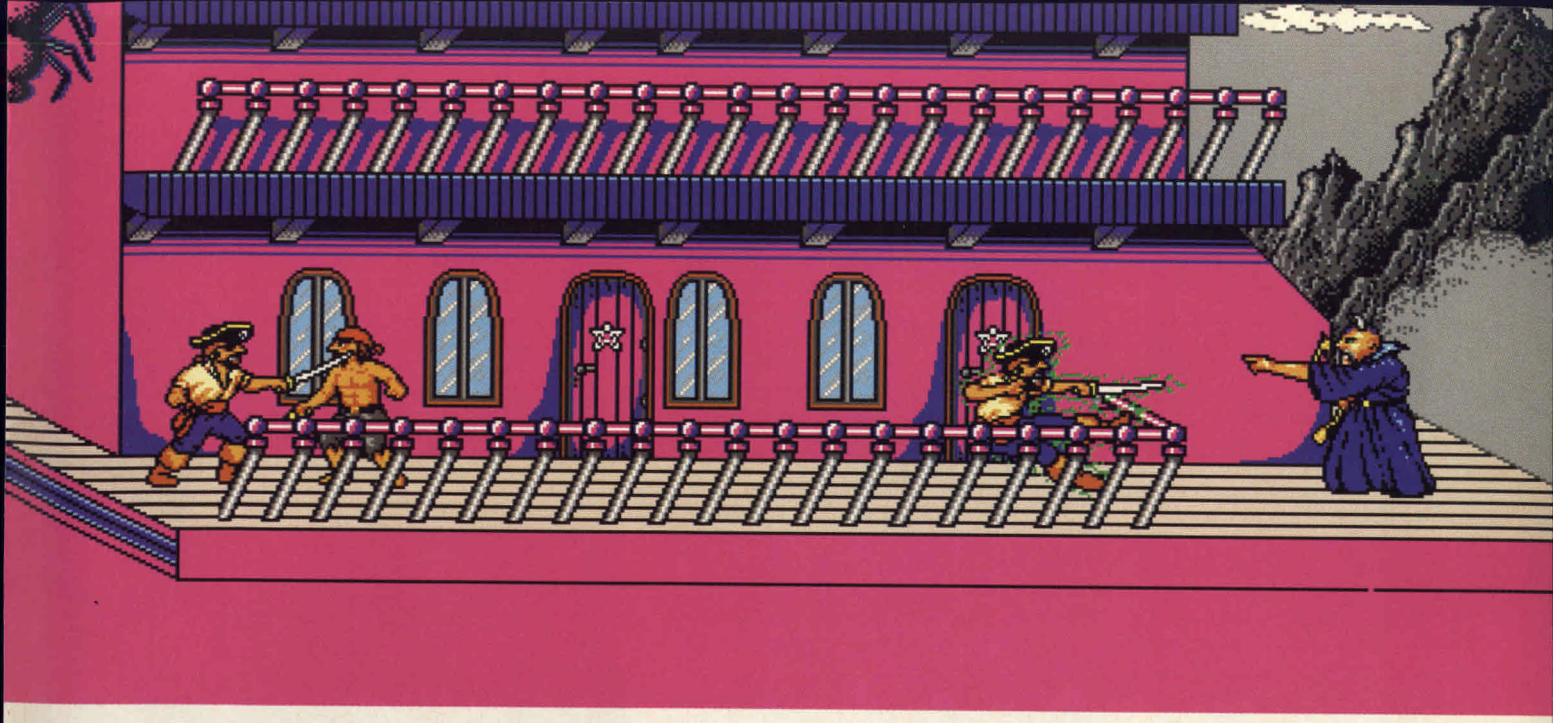
Using only your trusty sword, you must hack 'n' slash your way through eight increasingly difficult levels, fending off the wizard's loyal henchmen and retrieving your treasures.

The game takes place over a progressively scrolling, multi-directional backdrop consisting of large pirate ships, battlements and mythical lands. Ladders, jumps and rope slides help you to move around the screen.

As you progress you're bound to be hit numerous times by such objects as swords, axes, clubs and even flying bottles. Unfortunately, you (and your companion in two player mode) are not indestructible and will lose valuable health points when hit by such objects.

You start the game with 50 health points. Fall below 25 and you'll begin to bleed; reach zero and you'll collapse with the quest lost. Fortunately, there's plenty of foodstuffs lying around that you can use to boost your health.

The treasures are usually well buried beneath skulls and crossbones. The more valu-



d Crossbones

ables you collect the stronger you become. Fail to collect the treasures and you'll become weak and easily overwhelmed by the strength of the enemy.

At the end of each level, the wizard's strongest henchman looks over a prize treasure. If you defeat him the treasure is yours. In two-player mode both you and your partner want it so you'll have to be prepared to turn on him and duel for it.

If you battle your way through all eight domains, you meet the wizard face to face. You must defeat him in a gruesome head to head battle in a final attempt to gain wealth and power.

Both One Eye and Red Dog are controlled by joystick. If you hold down the fire button you are given full control of all the possible sword offensives and defensives.

OVERALL SCORE 75%

In the two player mode, both you and your partner must face up to each other and duel for the right to take the treasure.

You're on the verge of rescuing the helpless wench. However, the henchman has just landed a fatal blow to the side of your head.

WIN YOURSELF SOME LUVLY LOOT

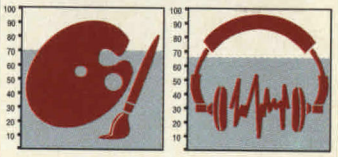
We've decided to give away a copy of Skull And Crossbones to the first person who can answer the following simple question:
What was the name of the ship that Captain Pugwash used to sail in the popular kiddies' cartoon series? Was it:

A: The Green Cow B: The Black Pig
C: The White Elephant D: The Mary Rose

Send your entries to: Skull and Crossbones mini-compo, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. And remember, the first correct entry wins the game.

ACTION INFO

SKULL AND CROSSBONES
DOMARK £24.99
TEAM: WALKING CIRCLES

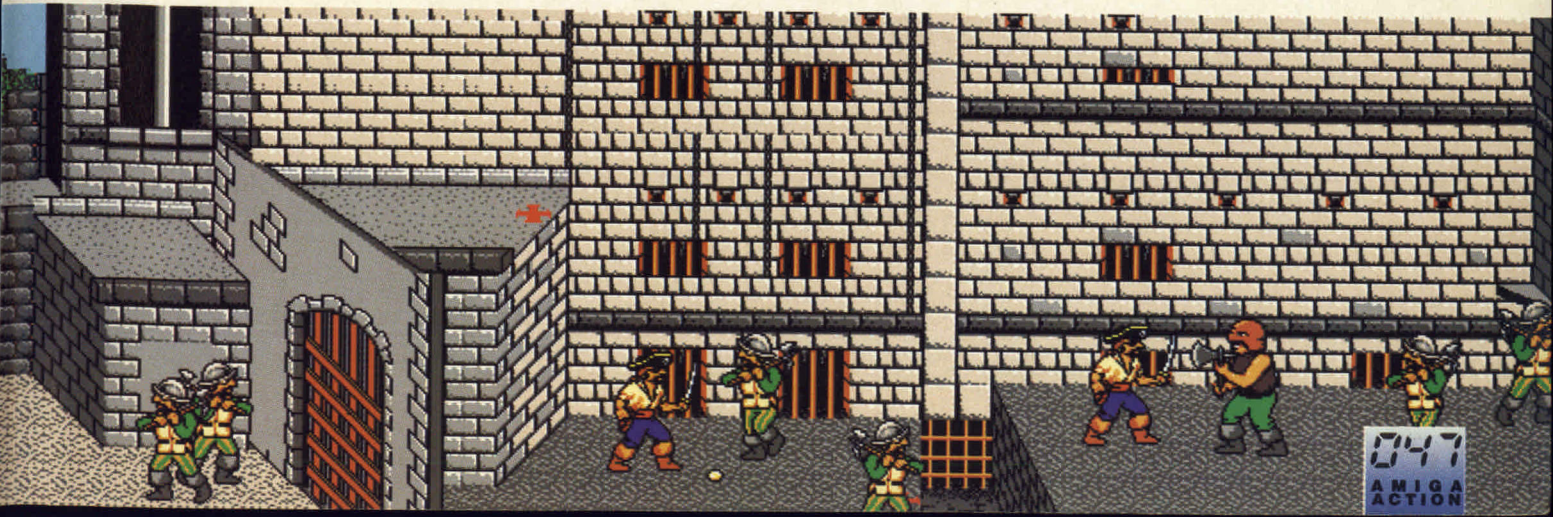


As I've never laid eyes on the coin-op version of this game, I cannot compare the two verions. On the Amiga though, Skull and Crossbones is simply a mediocre beat 'em up. The sprites for instance, are very well drawn but are let down by very poor, garish backdrops. The animation is also sub-standard as most of the pirates seem to hobble around the screen unconvincingly. On the positive side the game does play fairly well and is quite addictive to play at first, though the number of moves available is fairly limited compared to similar style games. If beat 'em up games turn you on, you'll probably enjoy this challenge, otherwise try it before you it buy.

LEAGUE RATING

15 BLACK TIGER
16 SKULL & CROSSBONES
17 DYNASTY WARS

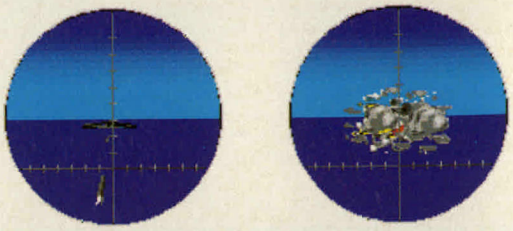
BEAT 'EM-UP



Das Boot

LAND AND SEA SIM

UNDER THE WATER, UNDER THE SEA...



Although finding the enemy may take a fair amount of time, actual combat is very quick and fairly decisive. As soon as the enemy is sighted you should dive to periscope depth where you can watch them without being seen. When you are within range release the torpedoes and wait for the result. You should fire ahead of the target so that it arrives at the same point as the torpedo. If the hit is successful the sky lights up with the ship's explosion.

November 1st 1941

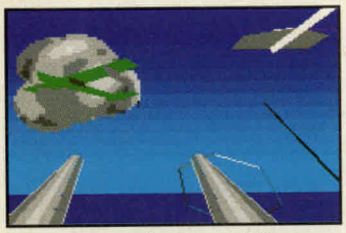
Our orders have been received and we are heading through the North Sea, our destination a confrontation with the Royal Navy's lead carrier, the Ark Royal. So far we have found nothing and continue to travel on the surface as there seems to be no activity in the surrounding area.

Our course has been plotted and we are travelling at full speed. All systems are working perfectly, although several of the personnel have been posted to sick bay with complaints of sea sickness and claustrophobia. Fortunately, we have not encountered any mines as yet but we are fully prepared for the horrors that may lie ahead.

November 3rd 1941

We intercepted several enemy bombers and although they hit us once we have managed to quell the fire and everything is operational once again. The bombers were shot down but we believe that one escaped and we therefore expect some kind of confrontation within the next two days.

Intelligence reports indicate that the rest of the U-Boat squadron has sighted and is attacking the Ark Royal. Our boat has been redirected to a tanker convoy that is attempting a run into Norway. The crew is calm and confident.



As you get nearer to enemy activity you may be attacked by bombers. Switch to the anti-aircraft gun and let her go. The bombers come in fairly low so they shouldn't prove a problem.

November 6th 1941

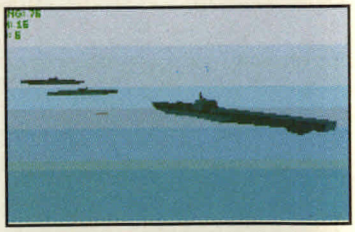
The first sighting of the convoy was at 9.30am. We immediately armed the torpedoes and sent two of the enemy vessels to the depths. The fighter escort was small and we took them out of the skies fairly rapidly.

The convoy is now at our mercy and we have already hit two more although one is only crippled. They have started to bombard us so we have decided to dive to periscope depth where we hope we will be more protected from their fire. The boat has been hit and we are desperately trying to get the fires under control. God help us!

Das Boot tells the story of a U-Boat and its missions during the early part of World War II. You are the captain of the submarine and must perform all the operations that the crew would normally be expected to perform, whether on a training exercise in the Baltic Sea or on one of the five missions you will be briefed for.

There are several hazards to contend with including mines, depth charges, aircraft and enemy ships all of which will try to stop your submarine and send you to your death. You can look from all views such as the conning tower, the guns, binoculars, periscope and below and above the actual boat.

OVERALL SCORE 74%



Not only will you have to contend with the ships you may also encounter enemy submarines. You will need to react very skilfully if you are to avoid their torpedoes or even worse, a collision.

ACTION INFO

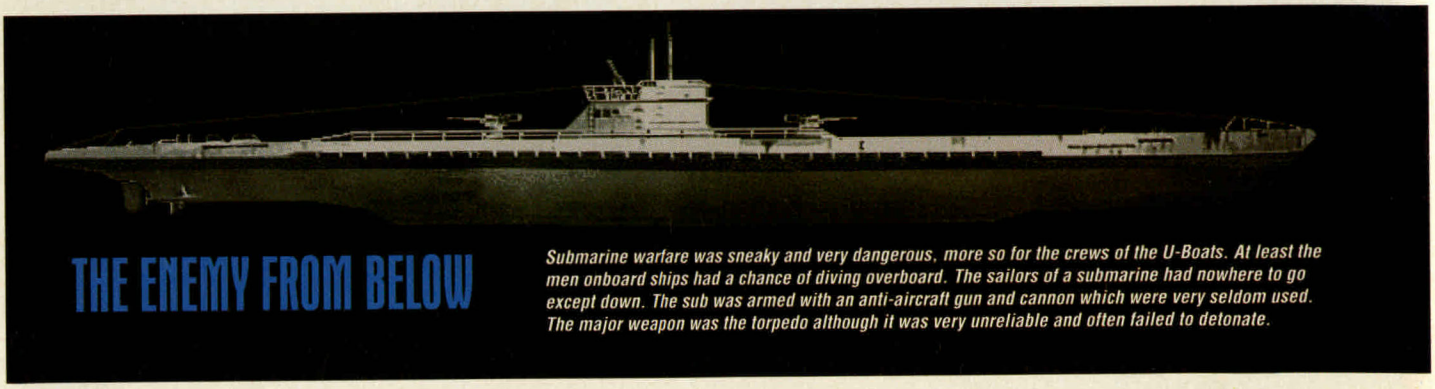
DAS BOOT
MINDSCAPE £29.99
TEAM: THREE-SIXTY PACIFIC

Presentation of Das Boot is excellent. However, the game is let down by poor graphics and uninspiring gameplay. The 3D is pretty awful especially the enemy aircraft which detracts somewhat from the overall appeal. The sound effects are fairly realistic but this doesn't redeem an otherwise mediocre product. A little more visual realism would have been appreciated. There are some very good submarine games around but Das Boot seems to have got left behind. Not the standard we associate with Mindscape.

LEAGUE RATING

13 HUNT FOR RED OCTOBER
14 DAS BOOT
15 USS JOHN YOUNG

LAND/SEA SIM



THE ENEMY FROM BELOW

Submarine warfare was sneaky and very dangerous, more so for the crews of the U-Boats. At least the men onboard ships had a chance of diving overboard. The sailors of a submarine had nowhere to go except down. The sub was armed with an anti-aircraft gun and cannon which were very seldom used. The major weapon was the torpedo although it was very unreliable and often failed to detonate.

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RIBBONS

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PHONE FOR A QUOTE

Crystals of Aborea

ARCADE ADVENTURE

A long time ago the Gods created the Crystal World. It was the home of the Orcs, Elves and Dark Elves. On the island of Arborea the Gods left four magical crystals to symbolise the harmony and balance of the four elements they had created: Earth, Sky, Water and Fire.

The inhabitants of the Crystal World were at peace with themselves for many moons but in the heavens Morgoth, the Lord of Darkness, looked on with hatred. While the other Gods dreamed he swept across the World bringing death and violence. He corrupted the Orcs and the Dark Elves, setting them against their fellow beings.

The Gods rose from their slumber and seeing anarchy everywhere drowned the world in their fury. Only the island of Arborea, the last resting place of the Crystals, remained above the oceans.

You take on the role of Jarel, prince of the Elves, in an attempt to defeat the evil Morgoth and return the Magical Crystals to their proper resting places and restore harmony to the Crystal World.

Before embarking on your quest you must choose six companions. They may come from three possible professions: Wizard, Ranger and Gladiator. Each have their own abilities. A strong Warrior will protect the party from attack. A Ranger will be able to blend with the scenery, allowing him to watch the movements of the enemy without being detected. The Wizard can use his powers to hinder the progress of the forces of the dark and enhance your own party's capabilities. The statistics of each of your followers can be altered to suit your own taste and as they progress through

In 3D mode you view Arborea in first person perspective. In front of you are the other characters in your party and they will follow you wherever you wander or they can be sent to explore on their own.

Each of your characters has different statistics and abilities. Here we can see the character sheet for Jarel, the Elven prince. He has good levels in all the abilities and even has limited magical powers.

the adventure they will improve their efficiency in certain tasks.

You move about Arborea in two ways. For long journeys you can call up a map of the island and choose a destination for your characters to walk to (or possibly teleport if your Wizard is competent enough). For shorter journeys, or if you want to search an area thoroughly, you can use a first person perspective view. In a style similar to the classic Dungeon Master you view the world through Jarel's eyes and see what he sees. Moving is simply a matter of using the mouse to click left, right forward or back.

When you encounter the enemy you may either flee for your life or engage them in combat. Fighting is performed as a subgame in a manner reminiscent of draughts. Your characters are represented by counters on a battle area as are your opponents. Each turn a piece may either move, fight or perform an action such as spell casting. Gaining an advantage requires tactical thought and planning.

Scattered over the island are objects to collect and locations to visit. Huts and buildings contain wise men who may be sympathetic towards you. If you answer their questions correctly they will reward you with gifts. Treat them with respect as they are very powerful.

When you locate the four crystals they must be taken to their respective towers and placed on the plinths at their pinnacles. Waiting for you at the last tower is Morgoth himself. To place the final crystal on the last plinth you must defeat him in combat. If you are victorious the world will be return to harmony. Fail and terror will reign.

HEROES OF ARBOREA

Well you can't be a fruit in this game but you do have the following four types of characters in your party. The wizard can use his powers to protect your group or hinder the enemy. The warrior is handy with a sword. The ranger can blend in with nature and has a bow for use during combat. Jarel is an Eleven prince. He is an all-round goody goody and is pretty handy at most things but if he dies your quest is over.

A C T I O N I N F O

CRYSTALS OF ARBOREA

PALACE £24.99

TEAM: SILMARILS

Crystals of Arborea is a mixture of styles. It has elements of strategy, role-playing and Dungeon Master all combined. In the past attempts to mish-mash things together have failed but this time Palace have got the combination just right and I was very pleased with the whole game, especially the innovative combat sequences. Sound and graphics are both atmospheric and impressive. If you enjoy a good adventure you should definitely consider this one. My only gripe is the run-of-the-mill story line.

LEAGUE RATING

18 OBITUS

19 CRYSTALS OF ARBOREA

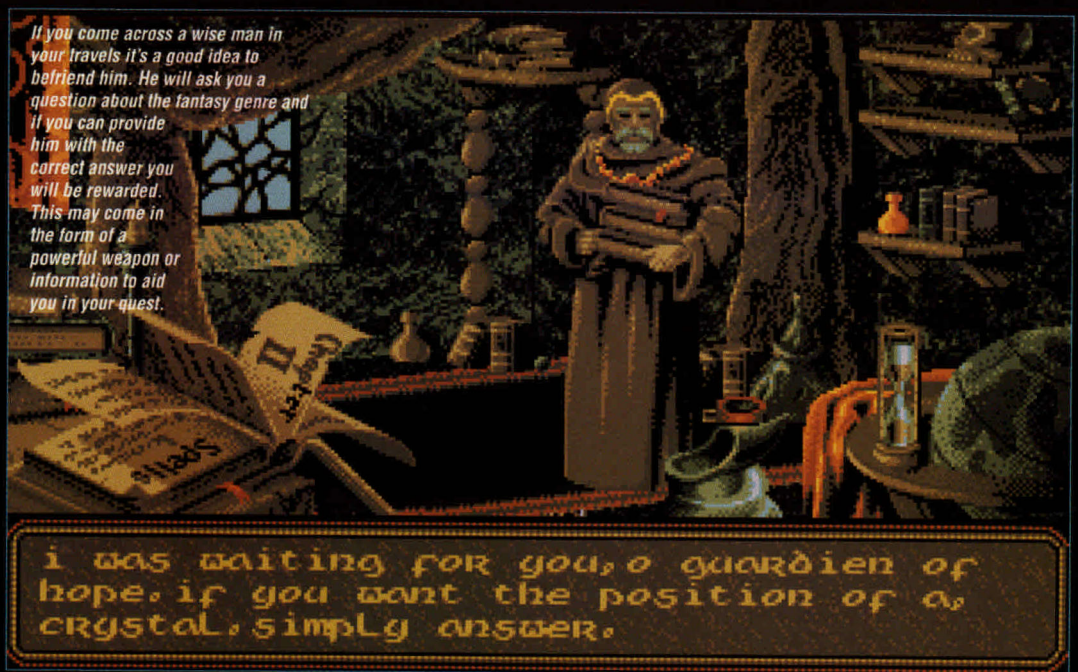
20 VOODOO NIGHTMARE

ARCADE ADVENTURE

The map of Arborea has two uses. Firstly it shows you the location of important objects and the enemy forces. Secondly it can be used to make long distance trips. Simply click on the position you desire to travel to.

Fighting with the enemy has a draughts-like feel to it. Characters can either move a single square or fight. Rangers can use their bows for long range shots and wizards can use their powers to devastating effect.

If you come across a wise man in your travels it's a good idea to befriend him. He will ask you a question about the fantasy genre and if you can provide him with the correct answer you will be rewarded. This may come in the form of a powerful weapon or information to aid you in your quest.



UTILITIES UTILISED, A

Welcome to yet another journey into the hardware and utilities world of the Amiga. We have also included a little surprise for you with one of the items (check out the price). Most of the credit for this month's supplies must go to Gordon Harwood once again. If you are interested in any of the items below you can contact Gordon Harwood on 0773 836781. They also advertise within the pages of Amiga Action.

A) FLOPPICLENE — AUTOMATION FACILITIES

Anyone who owns an Amiga will tell you of the software failures and chomping of disks. Most of the time the problem is put down to damaged disks or viruses.

A great deal of the time the problems are caused by dirty disk drives. Most users will admit to never cleaning their drives. Floppiclene is a useful utility which consists of a disk and cleaning fluid. By applying the fluid to the disk and inserting it into the drive it will clean the reading heads and remove any dirt that has been collected.

Floppiclene can be purchased from Automation Facilities, Wargrave, Berkshire for £25.00.

A

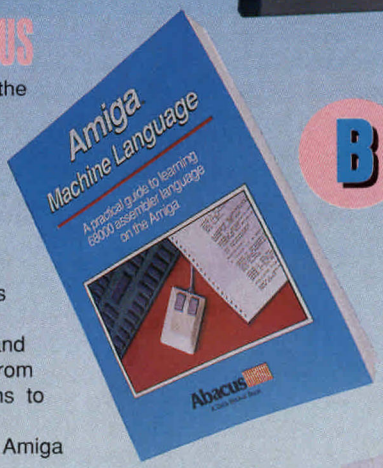
B) AMIGA MACHINE LANGUAGE — ABACUS

As everyone who is familiar with Basic will tell you, the Amiga version is very slow and cumbersome. In fact, it is probably one of the worst Basics around. The obvious answer is to move onto machine code. But this subject is feared by many.

Abacus Books' Amiga Machine Language tackles the subject in a very simplistic and easy-to-understand fashion. It will take you through machine code step by step, slowly building up to the more complex areas of this subject.

It begins with a discussion on the registers and explains the process of storing and retrieving numbers from within memory. There are plenty of example programs to illustrate the different topics covered in the book.

If you are considering developing programs on your Amiga this is the book for you. An essential buy at only £18.45.



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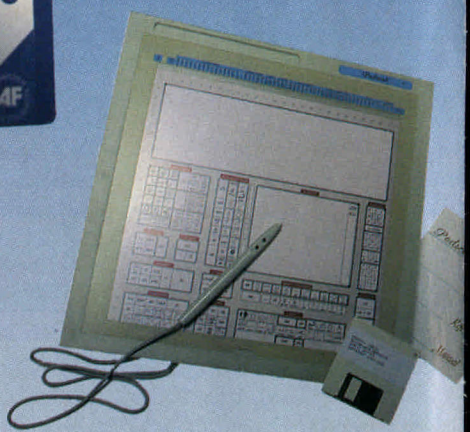


C

C) PODSCAT GRAPHICS TABLET — POD

No one will deny that the Amiga has the most advanced graphics capabilities of all home computers and this fact is reflected in the quality of art software that is available.

The Podscat Graphics Tablet offers a new angle of computer-aided design. Instead of using a mouse, how about a graphics board and special pen? This is the closest you are going to get to drawing freehand and you'll never look back once you've started. The tablet features several icons which can be selected via the pen. You can then draw on the page icon and this information is rendered to the screen. The Podscat is available for £219.95.

D) CITIZEN 120D + — CITIZEN

Last month we reviewed two of the latest printers from Citizen. Unfortunately, the prices were fairly steep and so this month we are reviewing another Citizen printer but one that is a little more affordable.

The Citizen 120D+ is a low-cost but very reliable machine that can print up to 120/25 cps. It is relatively small and easy to install and comes with a full two year manufacturer's warranty. For printing text documents from word processors it is excellent and probably the best around for the price which is £149.95.

D

PPLICATIONS APPLIED

E) SLIM DRIVE — CUMANA

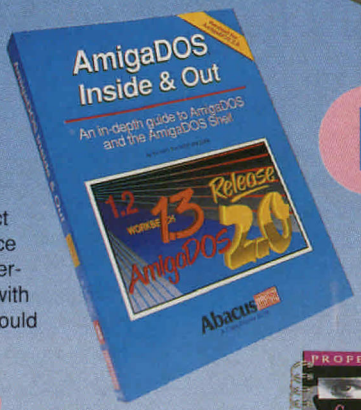
Anyone who is serious about their Amiga should not be without a second disk drive. Most programs nowadays require more than one disk and include the option for loading from a second drive. The Commodore drives are a little ugly, slow and rather large for the purpose they serve.

Cumana have learnt from the mistakes made by Commodore and have released a slim and attractive looking second disk drive. The access speed is much greater and, more importantly, the drive is extremely quiet. It fits easily within the confines of a computer desk and prove invaluable with both games and utilities. The Cumana Slim Drive retails for £69.95.

F) AMIGA DOS INSIDE AND OUT — ABACUS

If you are new to the Amiga you will realise just how complicated it can be to understand the Disk Operating System. Many of those who are veterans of the machine still have no understanding of DOS.

DOS is an essential part of the Amiga and one that no Amiga buff should ignore. Amiga DOS Inside and Out explains the subject in great detail, tackling things such as CLI, the startup-sequence and writing Amiga DOS Shell commands in C. All Workbench versions are catered for and each section has been clearly written with the beginner in mind. For only £18.45, this is a book you should not be without.



G) PROFESSIONAL PAGE — GOLD DISK

The Macintosh series of computers were always considered the leading machines when it came to Desktop Publishing (DTP) but now the Amiga is starting to build a reputation for itself on this particular subject and with the advent of Professional Page the competition is much greater.

Professional Page is for those who take their DTP seriously. It is amazingly simple to use yet very powerful with features such as full colour representation, precision typesetting and a clear and user-friendly work interface as well as a whole host of other useful features.

If you are serious about DTP Professional Page is one of the best packages around at the moment and will cost you £159.95.

H) 9600 + QUAD MODEM — HAYES

Right, here we go with a biggy. Before we start we're going to give you the price immediately. Hold your breath. The 9600+QUAD Modem costs £1,148.85! Recovered? Although the price is amazingly steep, it is the best modem around and a definitive purchase for rich Comms lovers.

It features a 9600 baud rate making it extremely fast, supports PAD and has an excellent build quality although it does require a fair amount of configuration.

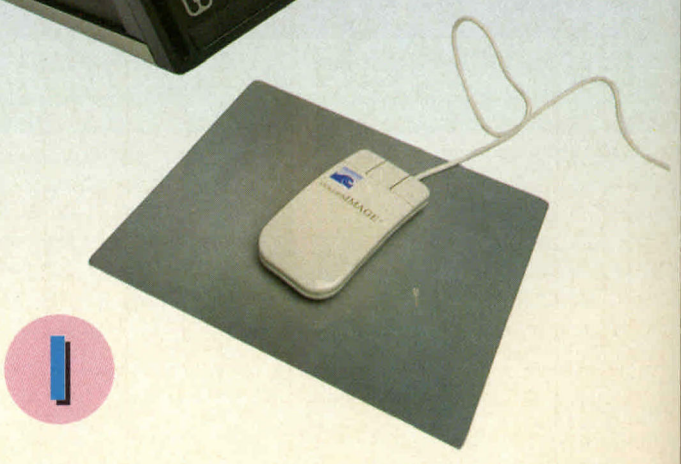
If you've money to spend and you're interested in Comms then contact Hayes on 081 848 1858.

I) OPTICAL MOUSE — GOLDEN IMAGE

Yet another Amiga mouse graces the pages of the hardware section. There seem to be so many about these days that the choice for the Amiga owner must be confusing.

The Optical Mouse pack features a mouse mat, instructions and the mouse itself. The mouse is fully compatible with leading computer makes and does not require any interface to be used.

Featuring a very low-profile design, it is extremely smooth and very durable, requiring very little maintenance with an ultra high resolution of 250 DPI. The Optical Mouse will cost you £32.95.



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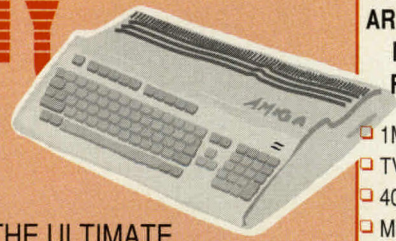

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Amiga MONITORS

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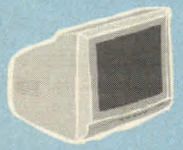

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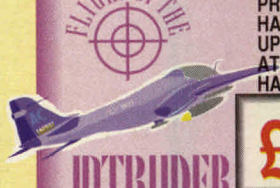

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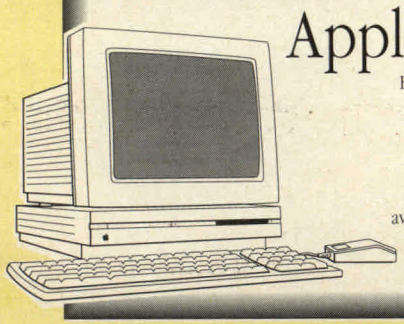

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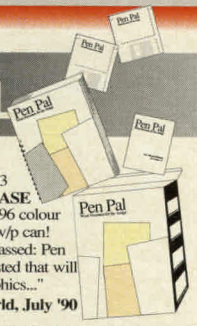

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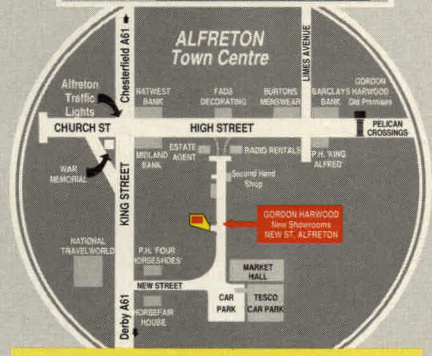

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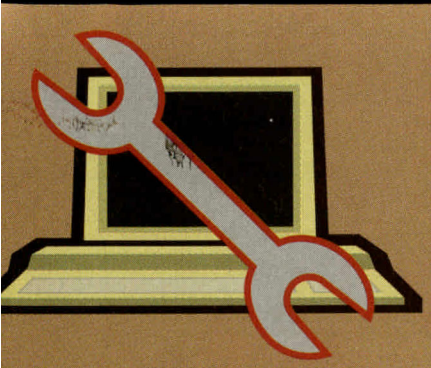


TECH→SPEC

As promised in last month's column, we'll be taking a closer look this time at the startup-sequence and what exactly makes it tick. If you understand exactly what each line does, the mysterious startup-sequence will soon become second nature and before you know it you'll be creating discs of your own.

What's what and why is it there?

OK first we'll take a look at the standard Workbench startup and I'll describe exactly what is going on and why.

```
Ed 1.14
c:SetPatch >NIL:
Addbuffers df0: 10
cd c:
echo "Amiga Workbench Disk (UK). Release 1.3.2 version 34.28"
Sys:System/FastMemFirst
BindDrivers
SetClock load

FF >NIL: -0
resident CLI L:Shell-Seg SYSTEM pure add
resident c:Execute pure
mount newcon:
.
failat 11
run execute s:StartupII
wait >NIL: 5 mins
.
SYS:System/SetMap gb
path ram: c: sys:utilities sys:system s: sys:prefs add
LoadWB delay
endcli >NIL:
```

c:SetPatch >NIL:
The c: bit simple tells the Amiga to look in the c: directory of the disk of the relevant commands. Next comes **SetPatch** which is a little like the Amiga's version of a headache pill. It's a small program designed to cure the known bugs in Workbench.

The **NIL:** part tells the Amiga to send any reports that would normally be printed on screen to an imaginary black hole which swallows up unwanted output from various programs.

Addbuffers df0: 10
This adds 5k of buffer memory to DF0: which will reduce the access time of the drive. It's possible to add much more but be warned it does use up valuable RAM. I find around 20 is more than enough. If you have a second drive you can have a separate line for each.

cd c:
This just changes the directory to the one which holds all the important commands until instructed otherwise.

echo
As you'll probably remember from last month this is a simple print command.

Sys:System/FastMem First
This tells the Amiga to look on the system disk, or Workbench for a directory called **System** in which it will find and load the file Fastmem-First. This tells the Amiga to use Fast RAM such as a RAM expansion before using chip RAM, thus keeping things as fast as possible.

BindDrivers
Simply checks your system for external devices such as printers and so on. It then makes sure the Amiga is aware of them and checks that they are properly addressed.

SetClock load
This will load up the time from a RAM expansion with a battery backed-up clock.

FF >NIL: -0
FF loads the Fast Fonts program which will speed up the text display. The **>NIL:-0** throws the Fast Fonts copyright message into the bulging black hole I described earlier in this article.

resident CLI L:Shell-Seg SYSTEM pure add resident c:Execute pure mount newcon: (Should be on a single line)
This section mounts the Shell which is perhaps best described as almost a CLI utility. The Shell is in fact a CLI window with extra editing and command functions which can make life a lot easier when you're using the Command Line Interface.

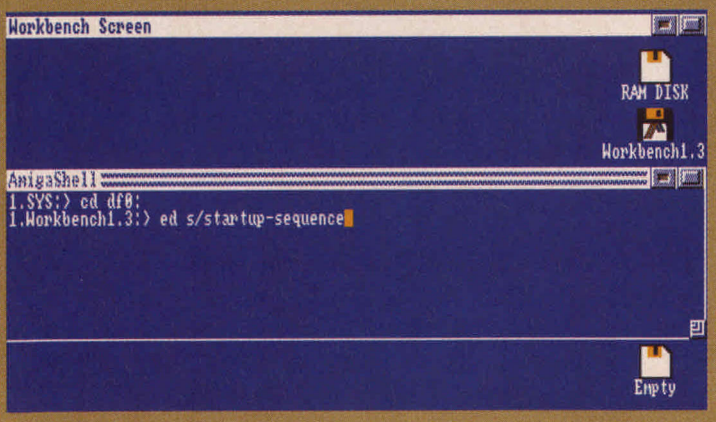
failat 11
This is a safety valve which will blow if the Amiga runs into problems above a certain degree of severity. **Failat 11** is quite low and would terminate a load after a minor problem. If lets say the Failat was set to 45 the machine would have to be very ill before it would finally give up. High failat figures are not recommended.

run execute s:StartupII
wait >NIL: 5 mins
As you've probably guessed these two lines execute and then wait for the completion of the script file entitled StartupII.

SYS:System/SetMap gb
This line ensures that you get all your keys in the right place. If it's missed out the machine would assume you were using an American keyboard. There are several other language keyformats to use and these can all be switched on.

path ram: c: sys:utilities sys:system s: sys:prefs add (Should be on a single line)
This one tells the machine to add all these directories to its search path (the one it looks in for things) before giving up and reporting an error, such as *File not found* or *Device not detected*.

LoadWB delay endcli >NIL:
OK finally we've reached the last in the list. **LoadWB** does exactly that and **endcli**, which you know, will close the present CLI window to keep things tidy.



Watch this space

Now we've solved the mystery of the startup we can decide what to throw away to create a faster smoother sequence. Next month we'll create a slimmed down Workbench and maybe even an auto booting game disk, so all your PD can kick up commercial software.

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Amiga Action 6

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WorkStation support articles appear every month in Amiga Computing

Baffled by backups?
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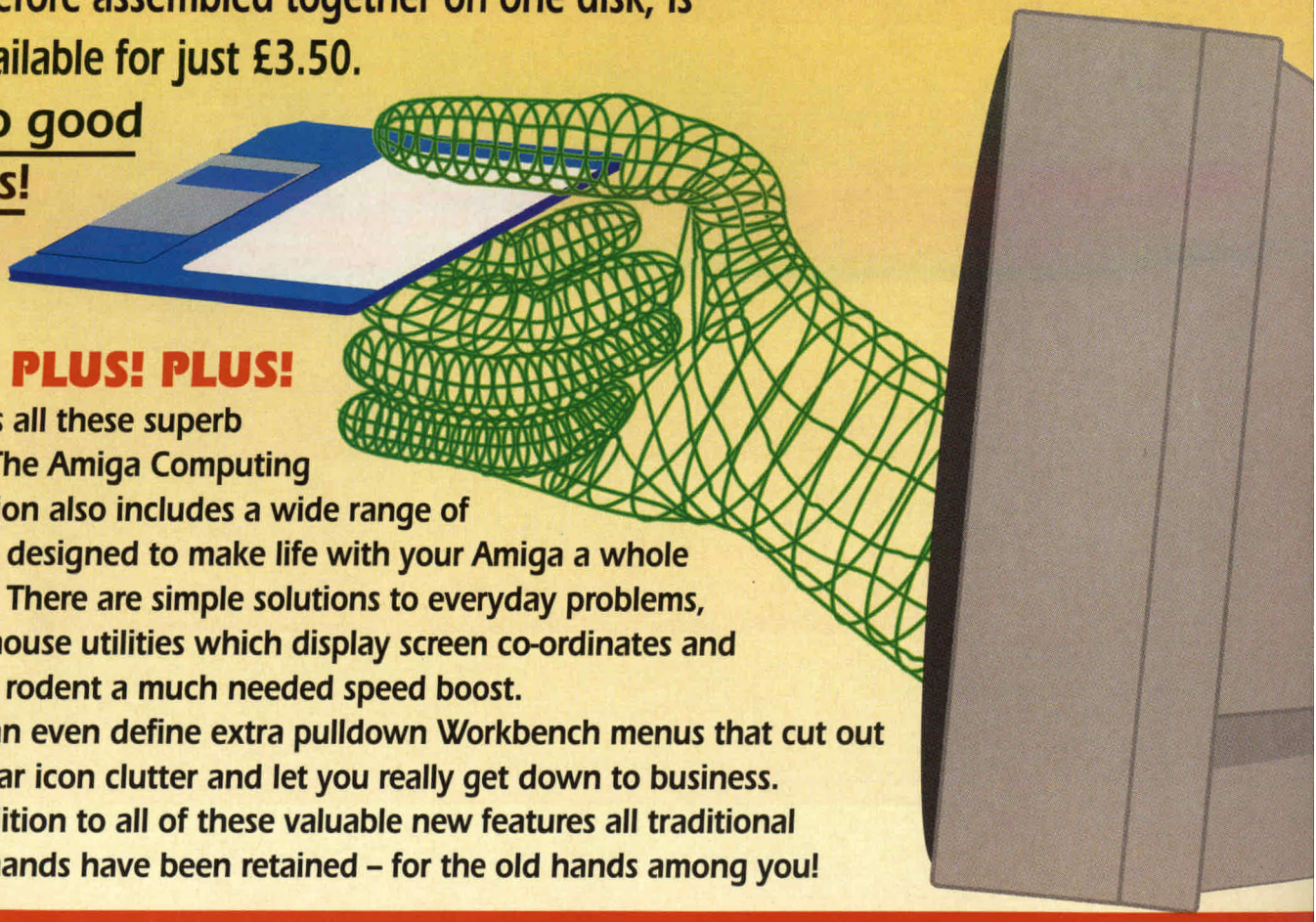
TION is here!

It's no secret that the Amiga is the most powerful home computer of them all. What has remained a mystery for most newcomers is how to make the most of its immense potential. Now **Amiga Action's** sister magazine, **Amiga Computing** has produced a floppy disk that is packed with everything you need to take the hassle out of harnessing the inbuilt power of your Amiga.

Many months of research and testing have resulted in a **simple-to-use**, single disk replacement for Commodore's Workbench which we're calling The WorkStation. This indispensable collection of utilities, including some outstanding shareware never before assembled together on one disk, is now available for just £3.50.

It's too good to miss!



PLUS! PLUS! PLUS!

As well as all these superb features The Amiga Computing WorkStation also includes a wide range of programs designed to make life with your Amiga a whole lot easier. There are simple solutions to everyday problems, such as mouse utilities which display screen co-ordinates and give your rodent a much needed speed boost.

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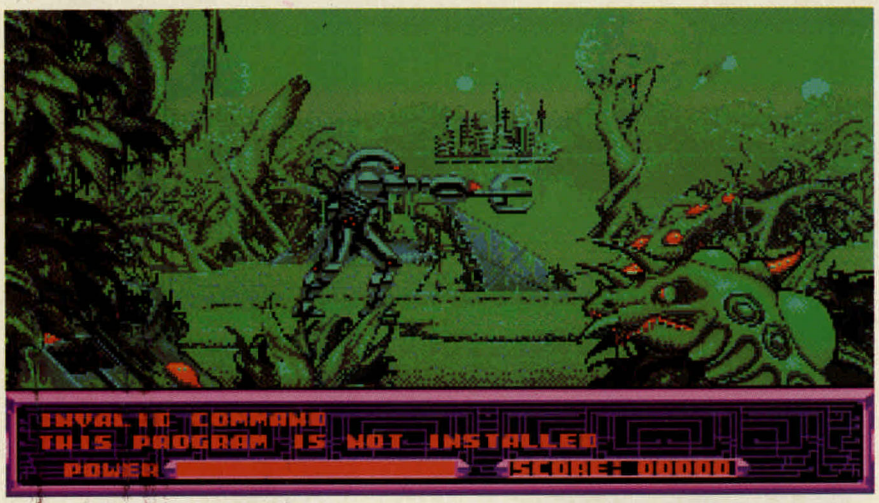

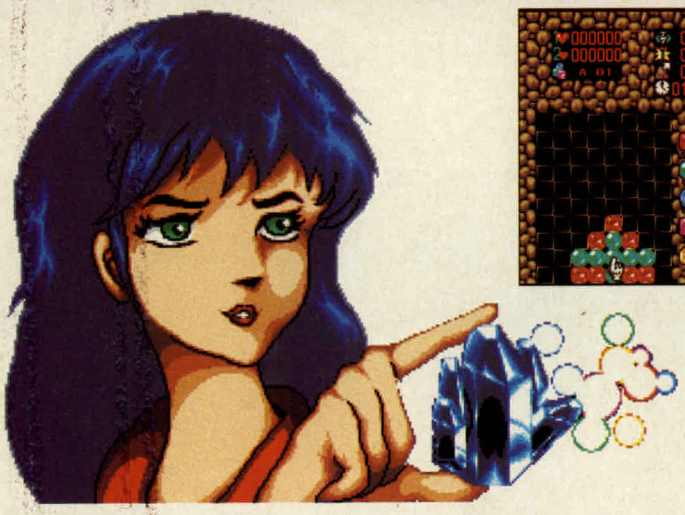

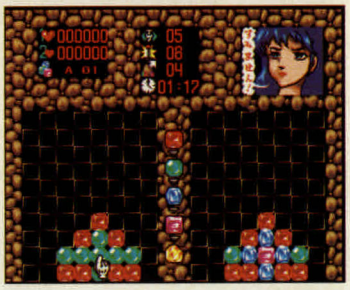

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Just fill in the coupon below and we'll do the rest, all for the bargain price of £24! And we've managed to get Palace's exciting Metal Mutants that we can give away as a freebie as well.

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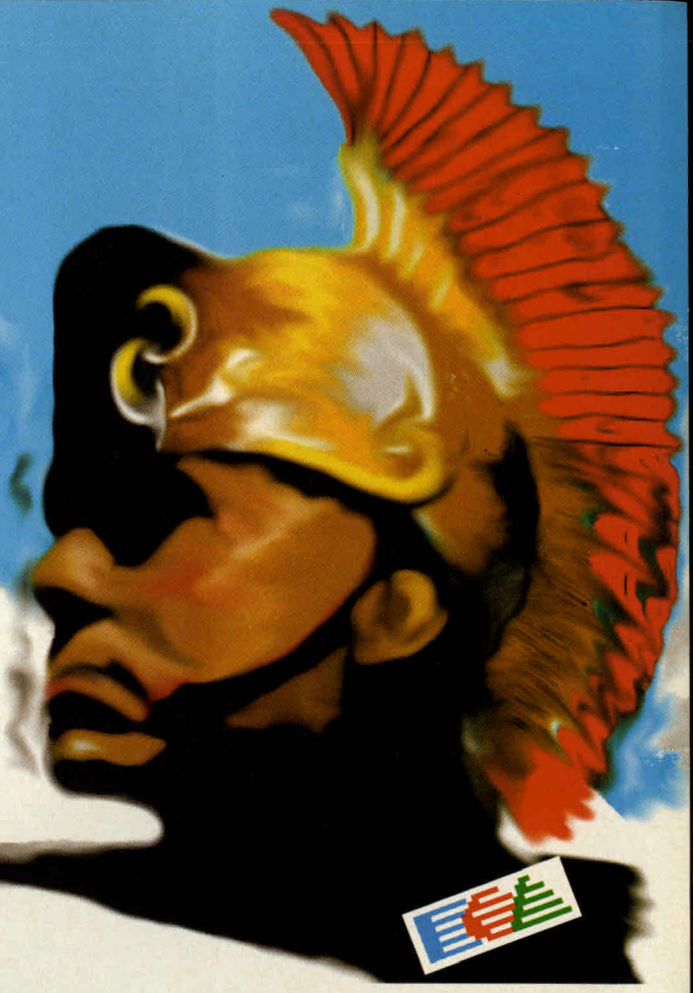
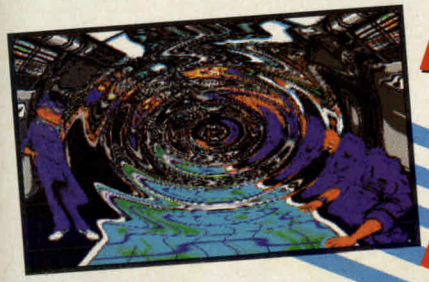
Rome wasn't built in a day

COMPETITION



The Romans were the most prestigious race of people to ever exist in human history. Their influence on civilisation was great. However, they disappeared as suddenly as they had risen and the world degenerated into barbarianism as it was before.



A

Centurion, the latest hit from Electronic Arts, follows the story of a soldier and his rise to power.

Unfortunately, as mentioned before, the great city of Rome was sacked by the Vandals and the Roman Empire swiftly disappeared from then on. Imagine, however, that Rome had survived the attacks and continued to dominate the world. What would a Roman soldier look like in the year 2000? What might replace his spear and shield, his brush helmet?

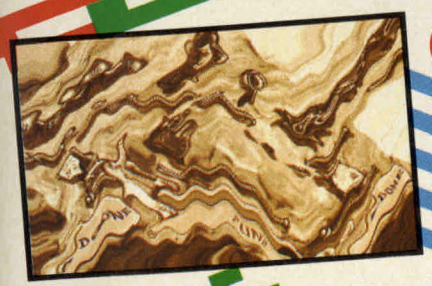
B

WHAT IS REQUIRED OF ME, MIGHTY EDITOR?

We want you to design on paper or on computer your idea of how a Roman soldier might look by that time. Your creations can be as fantastic as you want but we're going for realism here so nothing out of Star Wars etc.

You'll also notice four weird pictures on this page labelled A, B, C and D. These pictures have all been taken from four previous Electronic Arts releases and edited. We want you to name them on the entry form. That's it.

C



WHAT'S IN IT FOR ME?

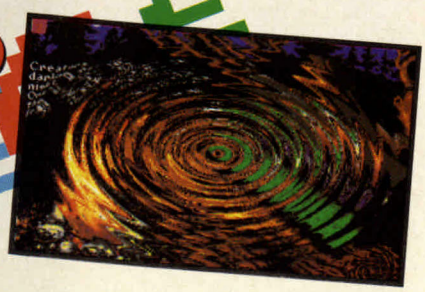
Nothing! Only joking. Electronic Arts have done us proud and have some very tasty prizes up for grabs. The winner will receive a special director's chair, two Up Pompeii videos and all the Electronic Arts titles currently available. What more of a winning incentive do you need?

Five runners-up will each receive the two videos of Up Pompeii. So, get out your easel or your mouse and get drawing 'cause you haven't got much time.

Send your entry, to reach us no later than 31st August 1991, to:

Rome Wasn't Built In A Day Compo, Amiga Action Magazine, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

D



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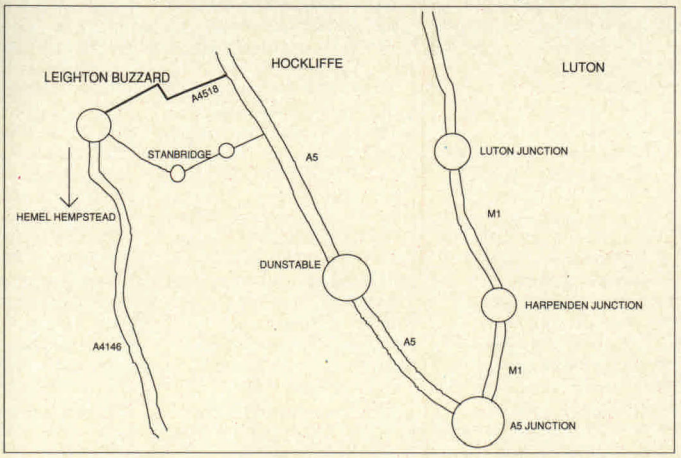

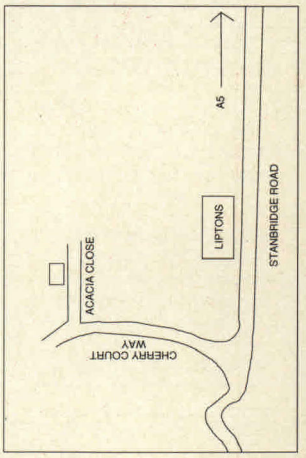

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910 Darkling Lords Music Disk
914 Special Brothers Music 2
922 Phalanx Beatbox
924 Game Boy Music Disk *
930 Rebellion
935 Madonna: Hanky Panky
941 Soundtracker Jukebox
959 Scorpions : Eargasm II
969 100 C64 Games Tunes
970 The Comic Strip Remix
976 Scoopex: Beast Sonix
982 E & L: Get Up!
986 Amaze : Revolutions
993 PSA Music Demodisk 1
1026 Digital Concert VI
1061 Captured Imagination
1068 Exile Chipshop
1077 Superior Sounds V1.1
1107 Stop Right Now! *
1243 Chip Music Festival
1248 LSD: Supreme Music 1
1284 Cave: Synthetic Power
1292 Crusaders Does Genesis
1505 APD98: Music 24
1508 APD101: Auto Player 1.1b
1522 APD120: Music Player *
1527 APD129: Music Demo 1

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DEMOS & ANIMATIONS

966 Bloodsport 2
1001 Station at Khern ** (3)
1008 APD22: Fun School 3 Demo
1033 At the Movies **
1034 Stealthy 1 Animation *
1043 Razor 1911: Vertical Insanity
1053 Not 9 O'Clock News 3 (2)
1088 Epic Demo *
1089 Not 9 O'Clock News 4 (2) *
1092 Pharaoh Animation *
1093 DPaint 3 Demo (2) *
1105 Crionics Neverwhere Demo
1110 Fractal Flight
1188 Fillet The Fish
1190 Pussy : Innership
1200 Raiders of Lost Ark Anim *
1229 Budbrain 2
1231 Awesome Game Demo
1235 Kickboxer Demo
1238 Evil Dead Demo (X) *
1246 LSD: Comix Disk 1
1256 Killing Game Show Demo
1271 Legend of Billy The Kid *
1275 Penguin Animations
1280 Horizon: Sleeping Bag
1287 Wrath of the Demon Demo
1400 APD51: Weird Science
1453 More Aerotoons *
1474 System Violation Demo *
1477 Ecstasy Demos *
1507 APD100: AMOS Demo 2
1516 APD109: Weird Science 2
1518 Panthorus Megademo (2) *
1524 APD124: Bob Maniacs *
1525 APD125: Benson Demo 2 *
1529 Armageddon Demo *
1540 Amy .vs. Walker Anim. *
1541 Batman Animation *

SLIDESHOWS

078 Vallejo Fantasy Art (2)
082 Ray-traced Pictures
163 NASA Slideshow
167 Digiview Slideshow
171 Patrick Nagel Pictures
185 Escher Slideshow
238 TV Sports Basketball
282 Forgotten Realms
617 Neighbours Slideshow
725 Diggy Piggys Slideshow (2)
742 Madonna Slideshow
767 Cinemaware Slideshow
768 Action!
814 Viz Slideshow
831 Utopia Cartoon Slideshow
863 Scream Queens (2)
878 Sun Connection: Slide 3
891 Creepshow
899 Madonna Slideshow 2 (2) *
942 Garfield Slideshow
968 Gorezone Slideshow (X)
1044 Desert Island Slideshow 2
1051 Total Recall Slideshow
1062 Golems Gate Slideshow
1073 Fraxion Fantasy Slideshow
1082 Annie Jones Slideshow
1085 Comic Slideshow (X)
1103 Girls of Sports Illustrated
1210 Turtles Slideshow
1211 Fractal Fantasy
1232 Jimi Hendrix Slideshow
1242 Back to the Future
1272 Nemesis: Prologue
1277 Fraxion: Divine Visions (2) *
1279 Forgotten Realms '90
1475 Nemesis: Chapter 1 (2) *
1480 The Age of Slack
1523 APD121: Nik Williams Demo

UTILITIES DISKS

1022 AMOS/RAMOS Update 1.21
1023 Future Composer
1058 Zero Virus V3.0
1071 Noiseplayer V3.0
1078 Prophecy: Fractal Scape
1079 Prophecy: Coder Mag 1
1095 Catalogue Workshop (2)
1097 DTP Clip Art (2)
1099 Video Graphics (4)
1117 Geneaology *
1198 Soundtracker V4.0 (2)
1222 Picture Format Convertors
1225 Hardware Projects Mag
1228 ST Emulator
1234 Tetra-Copy
1253 Red Devil Utilities 5
1255 Opti Utilities 1
1265 Cryptic Utilities 17
1269 SpectraPaint
1273 C-Light
1274 Star Trekker 1.2 Music Prog.
1286 Mandlebrot Generator 1.85 *
1294 Chaos & Fractal Programs
1360 DKB Trace (Fish 397)
1366 Fix Disk (Fish 403)
1383 Menu Writer (Fish 420)
1385 Art of Virus Killing
1432 APD83: AMOS Paint
1450 New SuperKillers Disk
1451 ElectroCAD
1452 AmiBase
1473 ARP 1.3
1514 APD107: AMOS Progs. 6
1521 FS3 Sprites (needs AMOS) *
1534 MED V3.0
1535 Master Virus Killer V2.0
1536 North C V1.3 (packed)
1537 North C V1.3 (unpacked)(2)

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small Tips

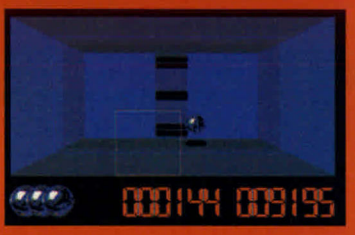
You won't realise this, but getting hold of small tips is a real nightmare as most people don't really want to give out cheats for their games. So, because we're so generous, from now on we will give a free game to anyone who has their cheat printed on this page. If more than one person sends in the cheat the sender of first letter to be opened gets the prize. Remember to write down what you want – give us a couple of games to choose from in case one isn't available. If the people who have had the cheats printed this month drop me a line and let me know what they want I'll stick it straight in the post for them.

NARC

Drug barons aren't the easiest people to track down in the world, as most of you will have found out in Narc. But if this average coin-op conversion is just causing too many problems here's a rather good cheat courtesy of D. Chambers of London. On the first screen kneel down and shoot the first dustbin until it turns blue. Now walk into it for infinite lives. Easy!

TURRICAN II

After the success of Turrican, the sequel was bound to do well. But unlike a lot of sequels Turrican II deserved to do well. But even the best games have cheats, and a lot of you have been asking for this one. All you have to do is enter the music menu and select option one. Then select it again before pressing the numbers 4 and 2. Now just press Escape twice to enter the game and hey presto you've got infinite lives.



BRAT

Little Nathan isn't as tough as he thinks he is, and most of the time he finds himself falling to his doom with all his lives lost. Well, if you're stuck on a particular level and can't be bothered to toil away until you beat it, here are all the codes to the game. There is a cheat but we'll give you that next month (cruel aren't we).

Level	Code
2	MIHEMOTO
3	SASUTOZO
4	SUMATZEE
5	NOKITAGO
6	ITSANONO
7	MOZIMATO
8	HOZITOMO
9	MOKITEMO
10	ZUMOHATO
11	CHANASTU
12	NAGAITSU

BACK TO THE FUTURE III

Can you deal with the past, or will you muck up the future. It's quite a problem for you and Marty to overcome but with a little help in the form of some tasty codes you should at least be able to see the later levels. While on the loading screen of each level type in:

ROTTEN CHEAT

to go to the first level,

LOUSY CHEAT

to go to the second, and:

LOW DOWN CHEAT

to advance to the third. This will also give you infinite lives in each level as well.

LIGHT CORRIDOR

A few months back we printed the first 20 codes to Infogrames addictive little game Light Corridor. Now, thanks to the help of Jacob-Jan Vanjlantoen (I think the name's spelt right) from Holland we can print the rest.

Level	Code
21	3212
22	0213
23	8213
24	5014
25	1015
26	8215
28	5116
29	7017
30	5518
31	2819
32	9919
33	7320
34	2521
35	0622
36	3722
37	1223
38	4523
39	4124
40	1825
41	1926
42	9726
43	5927
44	0528
45	7328
46	3929
47	3030
48	0531
49	8431
50	9932

KILLING CLOUD

In Killing Cloud are you fed up with being knocked around by The Black Angels, or sick to death of putting on your life support suit every time you want to cross the road? If the answer to the above is yes, then I suggest you read through the following hints and tips. Thanks to Image Works we've got some beginners tips and some hints for the first two missions. Also provided are the codes for the first five missions. Hopefully, next month we'll be able to provide the complete solution and all the mission codes!

BEGINNERS' TIPS

The first thing you must master when playing the Killing Cloud is the awkward controls and sensitivity of the hoverbike. Try and get used to flying beneath the cloud and weaving in an out of buildings. Until you've mastered the basic controls you'll never be able to chase and capture the bikes flown by the Black Angels.

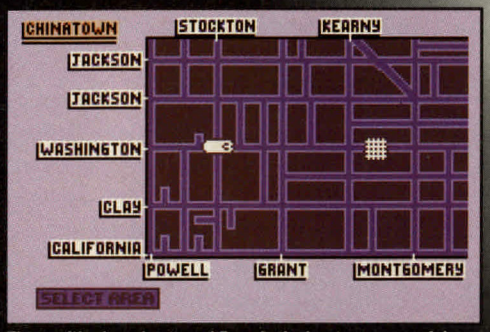
When you leave the station house, zoom out on the radar immediately so you can visualise exactly where you're heading.

Flying beneath the cloud is dangerous, so always lower your speed before entering the cloud and go in gradually. Never attempt to capture an enemy in the cloud, as you'll literally be stabbing in the dark.

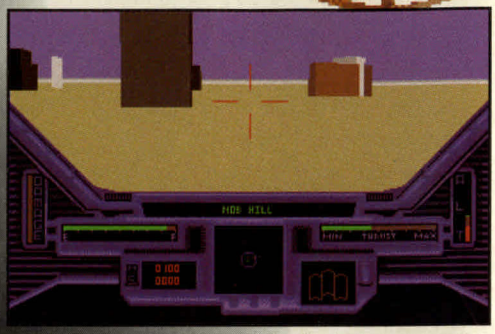
The placing of safety nets and Pups is vital if the mission is to be a success. An idea is to place the nets at a safe distance from the troubled area. This allows you to pick them up without any aggravation from lurking Black Angels.

Pups only have limited radio signal, so it's best to place them in the middle of a town so you've got more chance of being close to an arrested suspect.

Remember that at the end of a mission your nets and Pups are not re-supplied, so you'll only have one of each for all 10 missions.



The positioning of nets and Pups is the key to a successful mission. If necessary place the nets in a safe district so the pickup will be unhindered.

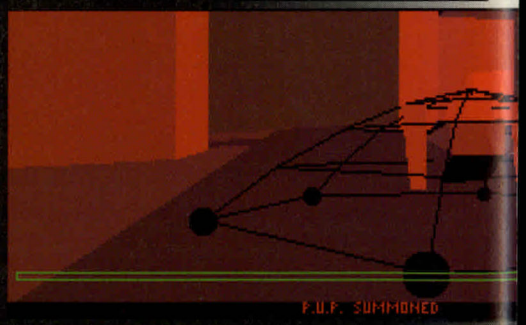


When you're about to fly beneath the cloud, always remember to reduce your speed and enter gradually so you can pull up immediately once you're through.

If you've placed your nets far from any trouble, picking them up should be easy. Remember, a net is indicated by a light blue dot on the radar.

The best way to capture a droid, is to simply follow the same path and creep up behind it. Don't shoot as the droid is about to turn a corner or move behind a building.

Bingo! You've hit and captured the droid. To avoid flying into the net and breaking it, slam your hoverbike engine into reverse thrust immediately when you've fired.



When you leave the hoverbike, you'll need a life support suit. If you've forgotten it back at base, you'll perish beneath the cloud and the mission will fail.

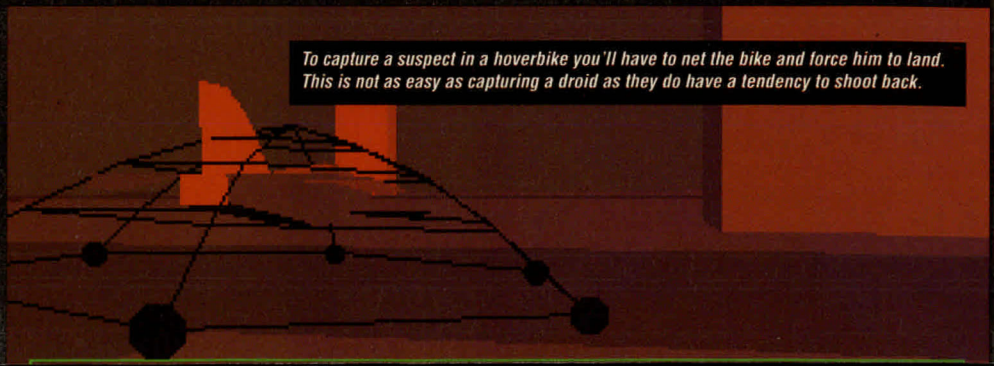
SOME MISSION CODES

Mission	Code
1	N/A
2	A66TG7EZ
3	2WWTQ7E3
4	QXX6G6EB
5	3336RWE3

The Pup is summoned as soon as you've made an arrest, so just sit back and wait for the captive to be flown back to base.

The Black Angels don't agree with their comrades being carted off, so it's best to follow the Pup back to base.

Landing the hoverbike is simple. Just reduce your speed and lower the craft over the building.



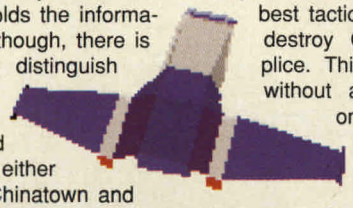
To capture a suspect in a hoverbike you'll have to net the bike and force him to land. This is not as easy as capturing a droid as they do have a tendency to shoot back.

TIPS ON THE FIRST TWO MISSIONS

Mission 1:
This mission is by far the easiest of all to complete, hence the reason it's the first. As you'll know from reading the briefing you've got to capture the Surveillance droid that carries vital information about the Black Angels' organisation.

Unfortunately, there are three droids and you don't know which one holds the information. Luckily though, there is a way to distinguish between them. Once you've found your way to either Nob Hill or Chinatown and you've armed a net, zoom in on the radar. The colour of the dots will alter very slightly, the vital droid being a brighter red than the other two useless droids. You can now trace the droid easily.

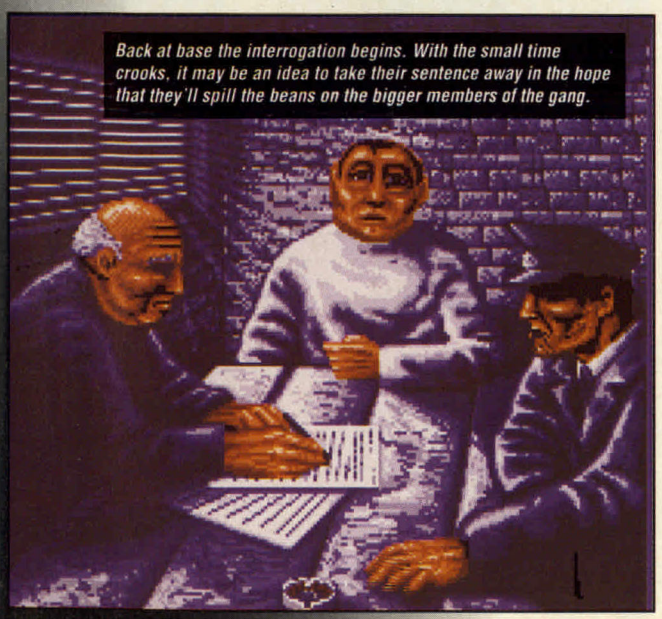
When you fire your net try to be flying in a similar direction. Never fire a net if you think the droid may turn or move behind a building. Just because the sights have locked on to the enemy, doesn't guarantee a successful shot, so keep the lock on until the droid is captured.



Mission 2:
If you thought the first mission was hard you'll find this even more difficult as the Black Angels are now firing back. The best tactic here is firstly to destroy Grenco's accomplice. This leaves Grenco without any backup and once you've caught him, the Pup will not be threatened on its return journey to station house.

As with Mission 1, use the coloured dots on the radar to help you differentiate between the important targets.

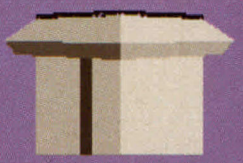
Try if possible to avoid killing Grenco, as his information may prove vital if you're to prove instrumental in the downfall of the Black Angels.



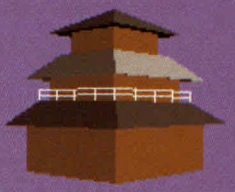
Back at base the interrogation begins. With the small time crooks, it may be an idea to take their sentence away in the hope that they'll spill the beans on the bigger members of the gang.

KILLING CLOUD

WHAT TO LOOK OUT FOR



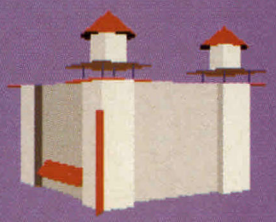
Station House



Bank of Canton, Chinatown

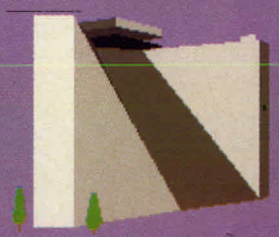
Dock Tower, Alcatraz Island

Palace of Fine Arts, Marina District



Cathay House, Chinatown

Ferry Building, Bay Area



Hyatt Regency Hotel, Financial Area

Black Angels' Surveillance Droid

XB500 – THE SFPD Hoverbike

Net Missile Pod

Pickup Pod (PUP)

Customised Hoverbike

We apologise to any readers that had difficulty getting through to this company last month, this was due to a printing error on the STD code.

BLITTERCHIPS AMIGA PD

GAMES

78. The Holy Grail, a very good adventure
223. Moria, a role playing adventure (*)
363. The Golden Fleece, a text adventure (*)
374. Colossus, another text adventure game
418. Frantic Freddie the PD game, good fun
441. All new Psuedo Cop game, a shoot em up
458. Castle of Doom, adventure with graphics
459. Buggy Commando, a playable demo, fun
460. Flashbier, a boulderdash PD game
511. Train construction, design your layout
552. Eat Mine II, has 80 screens to play at
555. Drip, a painter type of game, great fun
557. Silkworm 4, playable shoot em up (*)
558. Murder, an adventure playable preview
559. Back to the Future, playable preview
665. Killing Game Show, playable preview
666. Plotting, a 5 level demo from Psygnosis
670. Wild Fire, another pre-release game demo
699. Yelp, a painter type game, multi-levels
746. Paradroid one ship taster, arcade action
748. Marathon Mine III, 80 screens to tackle

SLIDESHOWS

781. Wendy and Lisa, pictures of the pop duo
779. Twin Peaks, pictures from the TV show
766. Annie Jones, ten pictures of Annie
758. Yabba Dabba Doo, great cartoon pictures
741. Newteck's Digi-View 4.0 great demo disk
667. Future Visions, more fantasy pictures
480. Saucy postcards, naughty but nice
474. Madonna Slideshow, lots of pictures
472. Viz slideshow as seen in Amiga Format
112. Space Bubbles, terrific fantasy pics
635. Total Recall, Arnold Schwarzenegger
739. Slideshow Spectacular, superb hi-res

UTILITIES

814. MED V3.0, the latest and greatest (*)
813. Startrekker V1.2 Soundtracker clone
793. Red Sector demo maker V1.0 great! (*)
735. Flexi Base, a more friendly database
647-653. Volumes 1-7 clip art by Andy Hughes (may be purchased separately if required)
640. Mobed V1.0, a movable object editor
623. C-Light, ray tracing program very good
613. Soundtracker Professional (Protracker)
610. Master Virus Killer V2.0 terrific!!

Just arrived NORTH C V1.3 (order by Name)

Please note this is a 2 disk set £1.98

DEMOS

807. Evil Dead demo, for all you Sycho's (*)
759. Amos Creator II demo, official release
751. Colour Cycling, superb effects get it!
750. Budbrain II a new disk from Budbrain
657. Goldfire 1990 mega demo with Turtles!
656. Pussy Innership, good graphics and game
655. Unreal game demo, to show off your Amiga
654. Olympia, parallax scrolling at its best
598. Fractal animation, super mandelbrots (*)
597. Cool Fridge, superb Plasma effects here
548. Devils Child, good demo compilation
547. Materialized, crytoburners superb demo
539. Chromium, a great new demo by Scoopex
533. Safe Sex demo, nothing to do with sex
517. Danish Know How from Flash Productions
516. Purple, very large vector routines
321. Fractal Flight animation, unusual demo
287. Golam Gates Mega demo II, worth getting
260. Mars Cop, great space flight sequence
22. Kefrens mega demo 7, good all rounder
24. Elvira game demo, see before you buy it
132. Dragons demo 1, has lovely raster effects
174. Ian & Micks mega demo, 9 parts to this

MUSIC

796. Crusaders does Genesis, superb(*)
794. In a Silent Way, don't miss this disk!
771. Anarchy's music collection by 4 Matt
770. Arcane Music, 11 tracks for you to play
767. The 900/Oxygen remix, collect it now (*)
724. Power Trax, Superb disk (thanks Jazz) (*)
723. Sounds of DOB II, 17 tracks of music (*)
722. Vocal Attack the sequel, real heavy man
718. Revolutions by Jean Michelle Jarre
717. Musical Massacre disk 1, very good
716. Bomb the Base, 8 fab tracks to listen to
703. 808 remixes from the Beatmaster who else?

MUSIC

The following are £1.98 each 2 disk sets

2. I Should be so Lucky by Kylie. 5 samples
25. Fresh Cola music, 2 disks of great music
301. Darkstar's music 9, 14 great tunes
417. Electric Youth by Debbie Gibson, great!
420. Lumberjack song from Monty Python
478. Made in Heaven by Kylie, a full 6 mins!
525. Flash by Queen, a great disk for fans
569. Halloween, great haunting music sample
581. D-Mob music 4, 2 disks of good music

ANIMATIONS

43. Puggs in Space, a cute and funny demo
88. Tree Frog, Window Man, Walking Man
313. Revenge Horror Show, for psycho's only
394. Stamp Collector, an old but good demo
444. Fillet the Fish, similar to Puggs demo
631. Steves animations 1, has 6 cute anims
632. Steves animations 2, has 6 cute anims
789. Steves animations 3, has 6 cute anims
790. Steves animations 4, has 5 cute anims
791. Steves animations 5, has 6 cute anims

The following animations all require 1 Meg

805. Franklin the Fly, hilarious and funny
763. Basketball player, superb ray tracing
761. Zeus bust, old but very well done
760. Piano animation, by Paul Tumersley
634. Clothes peg, a ray traced animation
633. Batman the Movie, funny and amusing
625. Juggler II, the Juggler meets a lady
582. Stealthy II Manoeuvres, great cartoon
291. The Lotus Car chase from Agatron
205. The famous Knight from a book animation
101. The very famous "Gymnast" demo
79. Education of Cool Cougar, very funny

The demos below consist of 2 DISKS so each demo costs £1.98... please remember

44. Trilogy mega demo, a really superb demo
45. Keferns mega demo 8, one of the best
66. Predators, great game to play as well
94. Deathstar mega demo 1, multi part demo
199. Red Sectors, a must for demo collectors
201. RAF another of the classic demos
365. Budbrain, a little Risque on disk two
537. Monty Python's Secret Policemans Ball
614. Monty Python's Nudge Nudge, more humour
594. Hit the Road by Flash, multi part demo

99p each disk

PLEASE ADD 60p for P/P to your total order value

PLEASE NOTE: Disks marked (*) require 1 Meg of memory

AMOS LICENCEWARE

LPD 1. Colouring book
LPD 2. Arc Angels Maths
LPD 4. Thingamajig
LPD 5. Jungle Bungle
LPD 6. Pukadu & Sprites
LPD 7. 4 Way Link (*)
LPD 8. Learn & Play (*)
LPD 9. Amos Assembler V1.0
LPD 10. Word Factory (*)
LPD 11. Go Getter Game (*)

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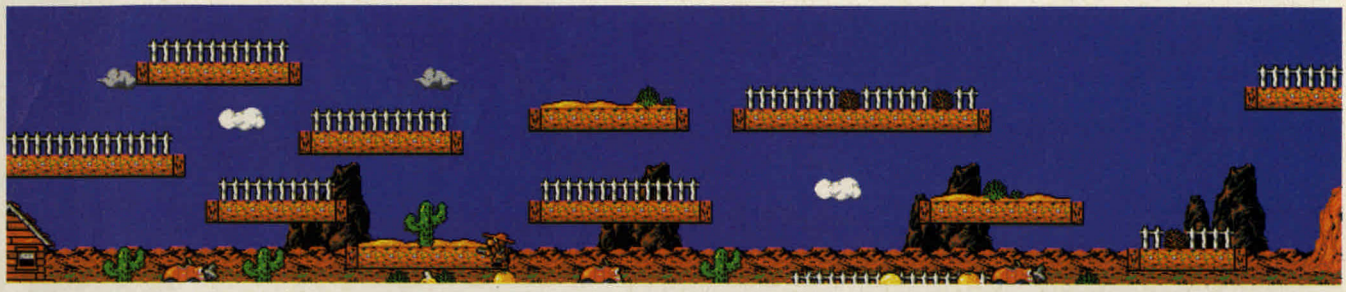
This month I did intend to reveal the last two worlds of Car-Vup, but after some thought it was decided that you, the player, should discover the delights of the final level for yourself. After all, we have already given you plenty of help with this addictive platform game.

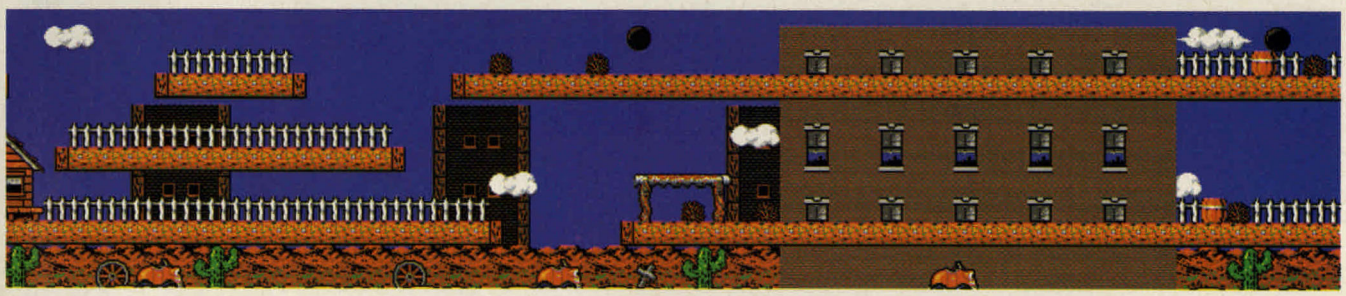
When and if you manage to reach the final level where you come face to face with evil Borgus Grim – be wary. It isn't easy to destroy him and good timing will be the major factor that wins the day. If you fail to beat him then your quest will have been in vain and you'll probably end up in the scrap yard, a horrific place for even the meatiest of vehicles.

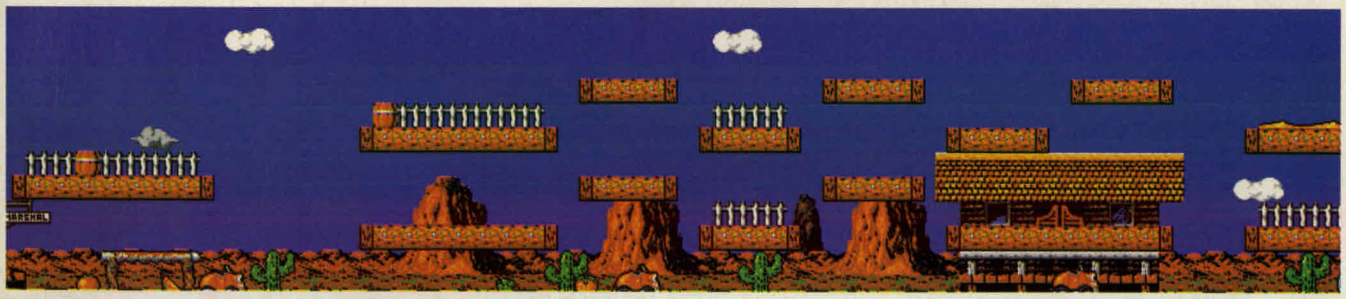
If you are desperate to see the end of the game then contact us and we'll see what we can do in the pages of next month's GTGA. By the way, has anybody managed to get an extra life yet?

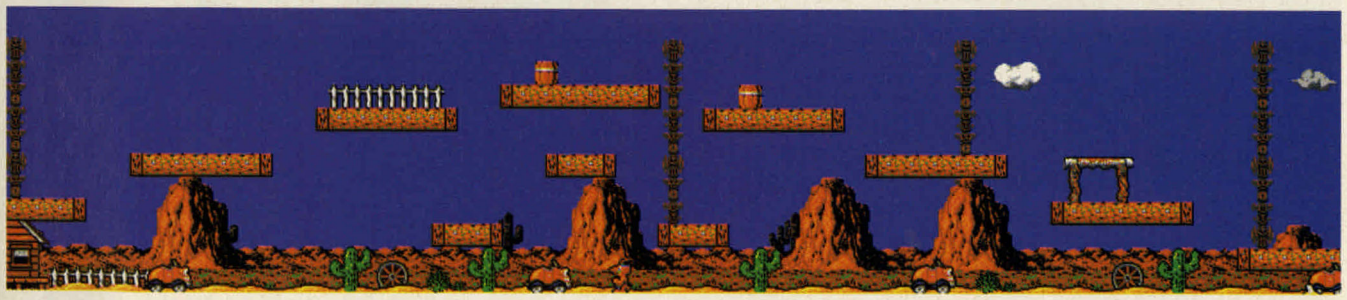
WORLD SEVEN: The Wild West

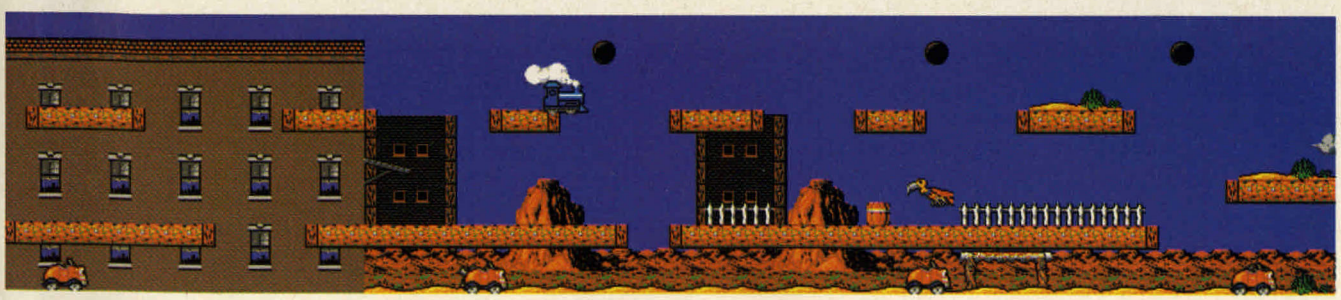
Unless you have been using one of the cheat modes you will probably be running low on lives by now. Make sure you don't make foolish moves and ensure you stay out of the way of Turbo. None of the bad guys is particularly worth a mention but all are faster than on previous levels. If you complete this world be prepared for some strange stuff in world eight.











GTGA SWIV GTGA

Cor! What a lot of work I've had to do to bring you this scrummy SWIV guide. After working various parts of my anatomy off trying to link the huge number of screens together I've also supplied you with a whole load of essential tips that will enhance your gameplaying skills. So you can now invite the girl round from next door and impress her with your stick control. We've only been able to fit half the guide in this month, so make sure you get next month's issue.

Right, so here we go with the cool tips that will make the game a little easier, enabling you to get that bit further.

1: The Goose helicopter from Silk Worm is in SWIV as well, and just like before it is your only supply of weapons. All you have to do is simply destroy it to get at them – not as easy as it sounds. It's not too hard to see off, although you should be careful because it swoops down to the bottom of the screen every now and then and if you're in the way you'll be dead meat.

However, by far the best way to destroy it is to collect a shield (if there's one handy) and just dive into the centre of it with all guns firing. The Goose will succomb very quickly this way and you don't take any risks.

2: Now, what are the best weapons to have? Well, don't bother with the compact bullets as they're not nearly as good as the spread fire. The best thing to do is pick-up a couple of spread fire and then grab hold of a speed fire as well. The most you can get is five spread fire, so once you've got them concentrate on the speed fire.

3: The big Guardian you come across takes quite a bit to destroy. But with the right tactics you should be alright. When you approach the monster get on the left hand side and fire like mad. This should take out the small vehicle that comes out of the door on the left and also inflict a bit of damage on the Guardian (provided you took our advice with the weapon choice).

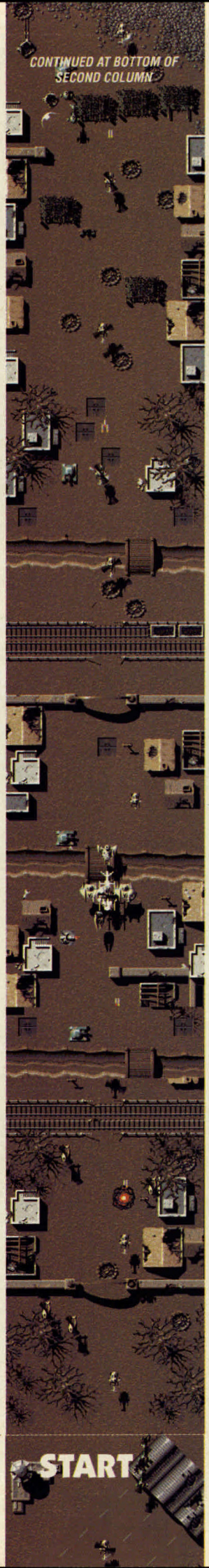
Once the laser has stopped firing (it shoots three times before stopping) move over to the right and take out the small tank that came out of the other door. After the laser has fired again go back to the left and continue the process until the Guardian is destroyed.

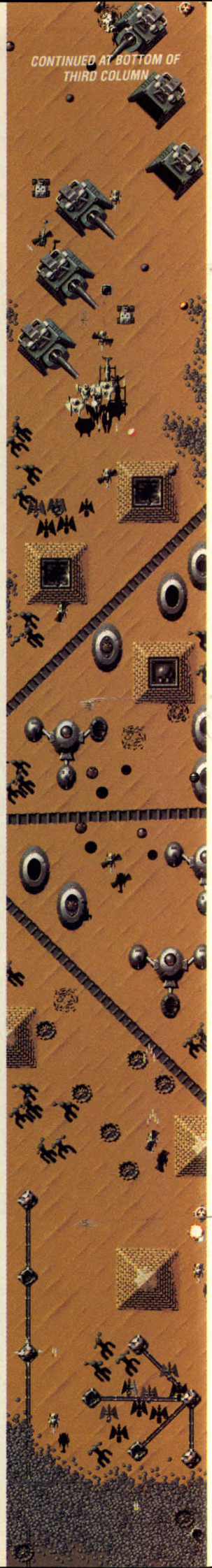
Remember, if you die you will be invulnerable for a few seconds so go on to the top of the Guardian and shoot like mad to inflict loads of damage. Just make sure you're not still there when you become vuinerable again.

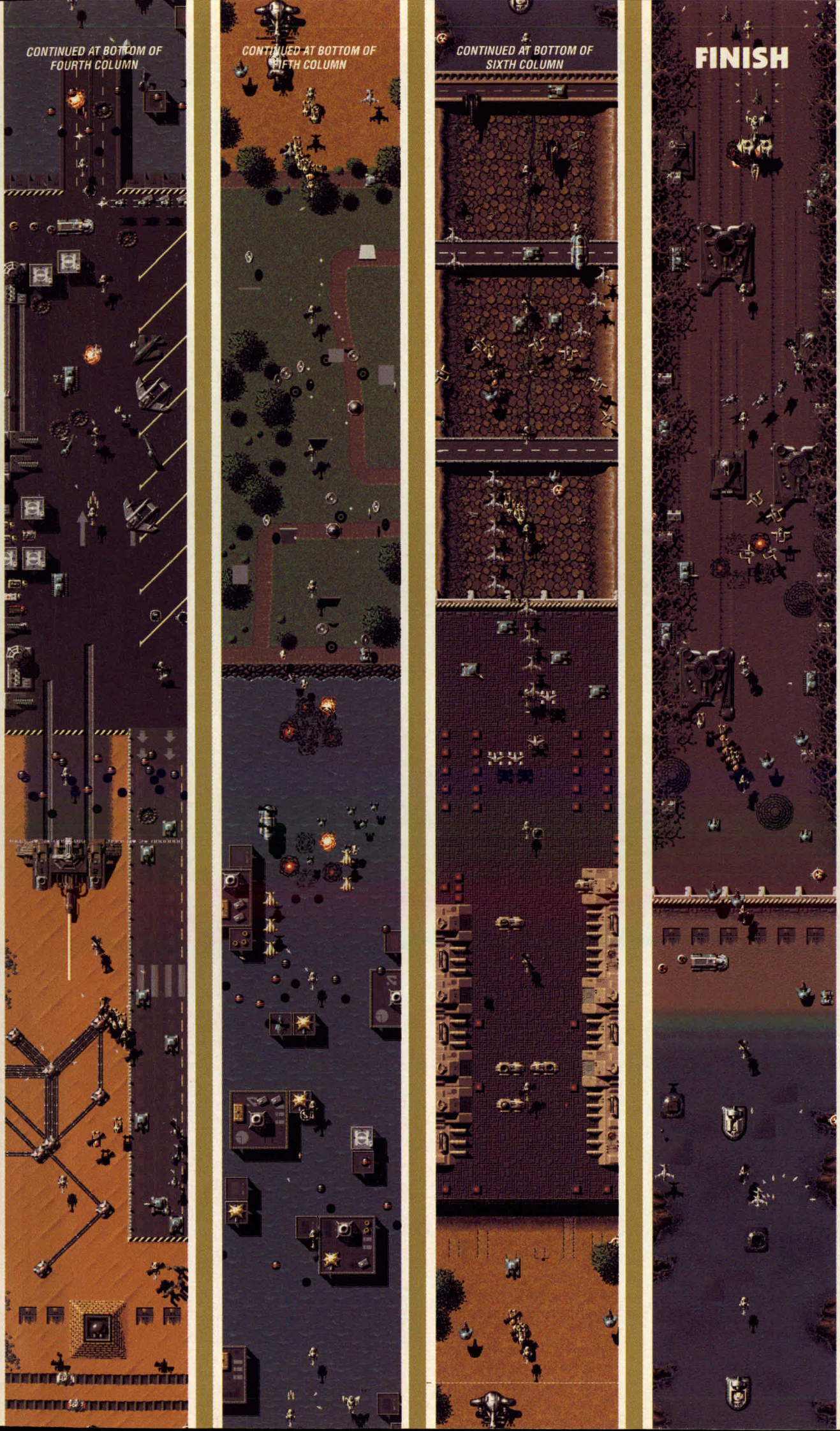
4: The next Guardian you come across is quite a way into the game, but it makes up for the lack of them over the last load of screens. Here you will be confronted by three huge lasers and two smaller gun turrets that will bombard you with a whole load of bullets every now and then.

The first things you should concentrate your fire on are the small gun turrets as they can locate where you are and make life very hard. Once they've been disposed of you can take your time over the lasers as they don't cause much of a problem.

5: Shields are very important in the game and should not be wasted. On no account use them as a smart bomb because this is a waste. The smart bomb will only kill the enemies on the screen and then you'll be under attack again. Using it as a shield will give you protection for quite a while, and is especially useful for tackling the Goose ship as mentioned before.

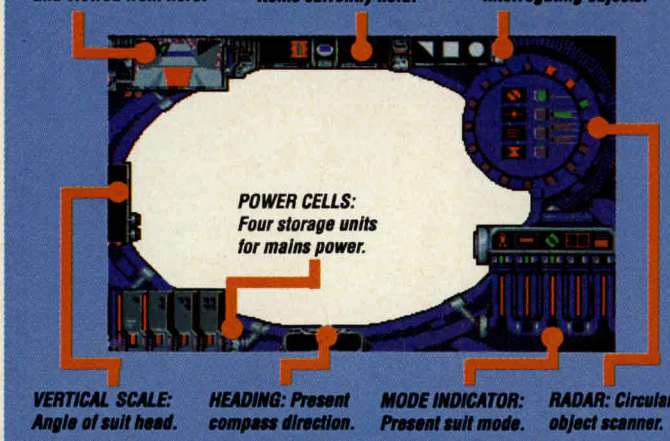


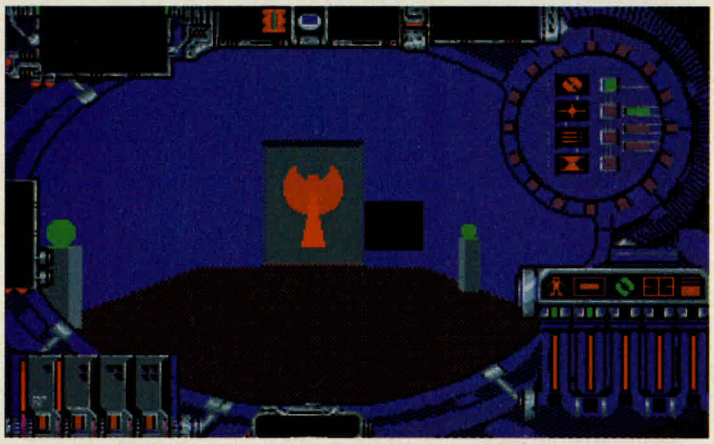




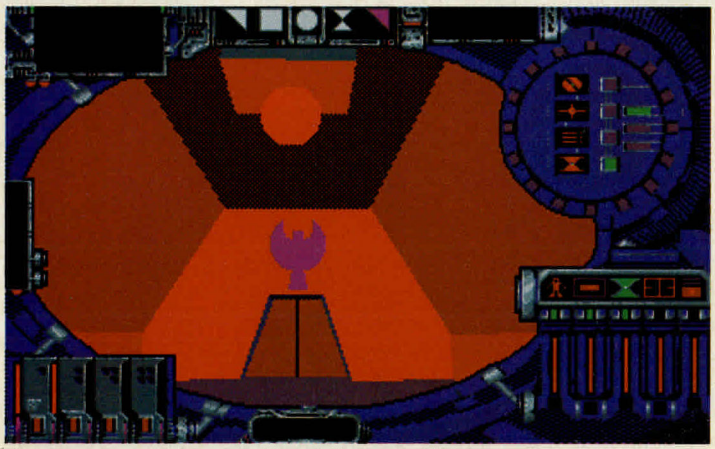
GTGA SWIV GTGA

FIGHTING AGAINST ALL ODDS!





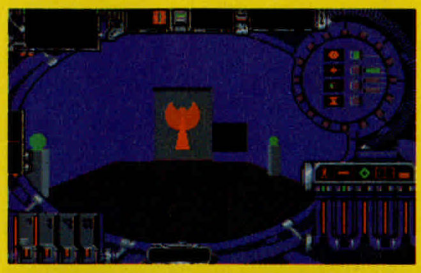
You are placed at the unguarded entrance to the Cybercon III complex and all seems fairly quite. But how on earth will you get through the front door? This is your first opportunity to use the sonic key. The code is presented in a window to the right of the door.

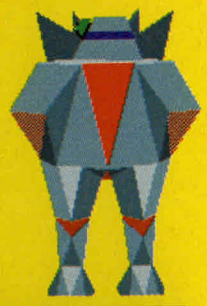


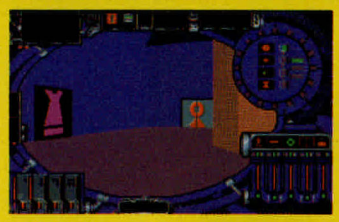
The passageways are long and extremely dangerous. At first your progress will be relatively unhindered but as you become more of a threat guards will be released by the brain stem to destroy you. Beware of laser emplacements also.

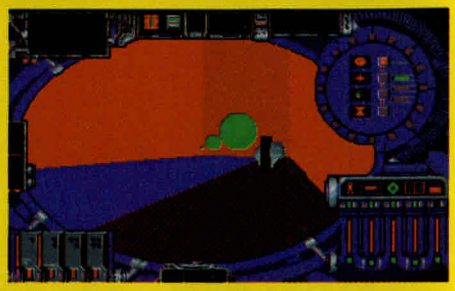
There are plenty of weird and wonderful objects to investigate. Most of them will help you in your quest in some way or another although there are objects that will hinder your progress.

As well as patrol droids, the complex also features several gun turrets and cone emplacements. The cone emplacements are extremely difficult to pass and almost invincible to your firepower.



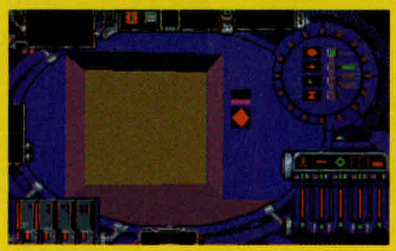




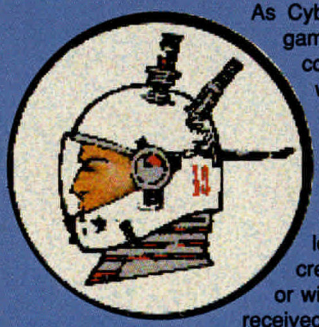


3D OR NOT 3D?

There are plenty of objects for you to see in Cybercon III and here are just a few of them. Each has been beautifully and painstakingly rendered in superb 3D that moves extremely realistically. There are about 100 different objects to see and investigate – you can even see yourself by using the retractable camera.

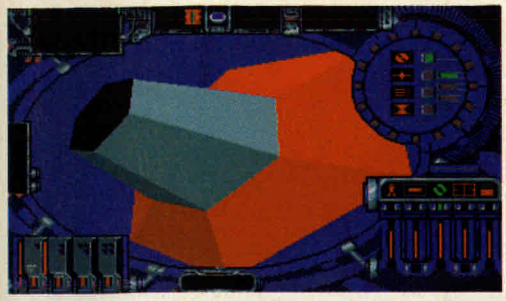


USE YOUR BRAIN STEM

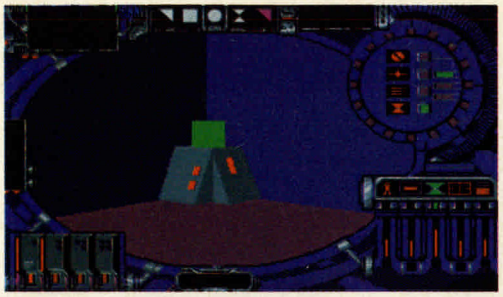


As Cybercon III is such an excellent game we thought we'd do a little compo to give you a chance to win it. Now the brain stem has only been seen by the technicians of Mount Adam, and of course us at Amiga Action. We want you to design a brain stem as you would imagine it to look in Cybercon III. You can create your masterpiece on paper or with Deluxe Paint. The best entry received will win a copy of the game.

Please send your entry to: I Worked it out in my Brain Compo, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.



Some of the gun turrets are placed on the walls to the side of doorways. As soon as you step out into the open they will attack you. This is one of the big boys and you won't last long against him. It is best to try and sneak around the walls. Their lasers are stationary so they will not be able to follow.



Interrogating objects couldn't be simpler. First you must select the sonic key mode and then press F9. The object's code will be read. If you have the necessary shapes you will be able to play the sequence back and glean information. This will either help or hinder you in your mission.

Cybercon III

ARCADE ADVENTURE

The Cybercon III was created by the War Council as an aid to defending the Earth against possible invasion. Its intelligence was so great that the brain stem, the core of Cybercon III, decided that it no longer needed human interference and therefore took over the complex on Mount Adam where it was situated.

Every human present in the building at the time of the take over was destroyed and the entrance, where technicians and inspectors could gain access, was closed with rubble and debris by the brain stem itself. Worst of all, Cybercon III built an army of patrol robots armed with deadly lasers which it used to make itself stronger. The brain stem had to be destroyed otherwise all mankind could be wiped out.

You have been called in by the War Council and hailed as the last hope of salvation. It appears that there is a small opening to the complex on the south side of the mountain and this is where your journey will begin. Encased in a suit made from reactive 9mm Bioceramic Titanium plate, you must enter the secret opening and seek out and destroy the brain stem. Although the suit weighs just over 4 tonnes and stands 10 feet high, it is extremely powerful and capable of reaching speeds in excess of 90mph.

The complex is a multi-level 3D combat zone, designed to provide a quick and efficient response to any form of attack. Unfortunately, this makes your objective extremely hard and life expectancy very short. However, the suit you are in is very resiliant and includes built-in filters to withstand nerve gas, chemical or biological agents and even radiation up to extreme levels although it will be penetrated if it takes too much damage.

The game is controlled through the heads-up-display that surrounds the actual screen. From here you can switch through the various different modes that control and regulate the performance of your suit. Due to its weight, several power cells are required to keep it operative but they must be used in moderation otherwise they will become drained of energy, although they are re-chargeable. There are four power cell slots but only two are occupied at the start of the game. The others must be found in the complex.

To the right of the HUD is the mode selector which controls the weapon, movement, radar and so on. These must be switched on before they can be used but they do drain energy and if they get hit by enemy fire they will be damaged considerably.

The complex is guarded by robots armed with lasers and they will attempt to shoot it out with you. Fortunately, you have a camera which you can use to view areas without making yourself vulnerable.

The sonic key is the major part of your armoury and consists of strange shapes that will unlock certain objects. You must first interrogate it and obtain its shape code and then play it back providing you have the correct keys. Lifts are accessed in the same way. The keys can be found within the complex.

ACTION INFO

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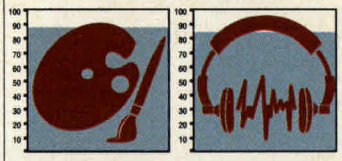
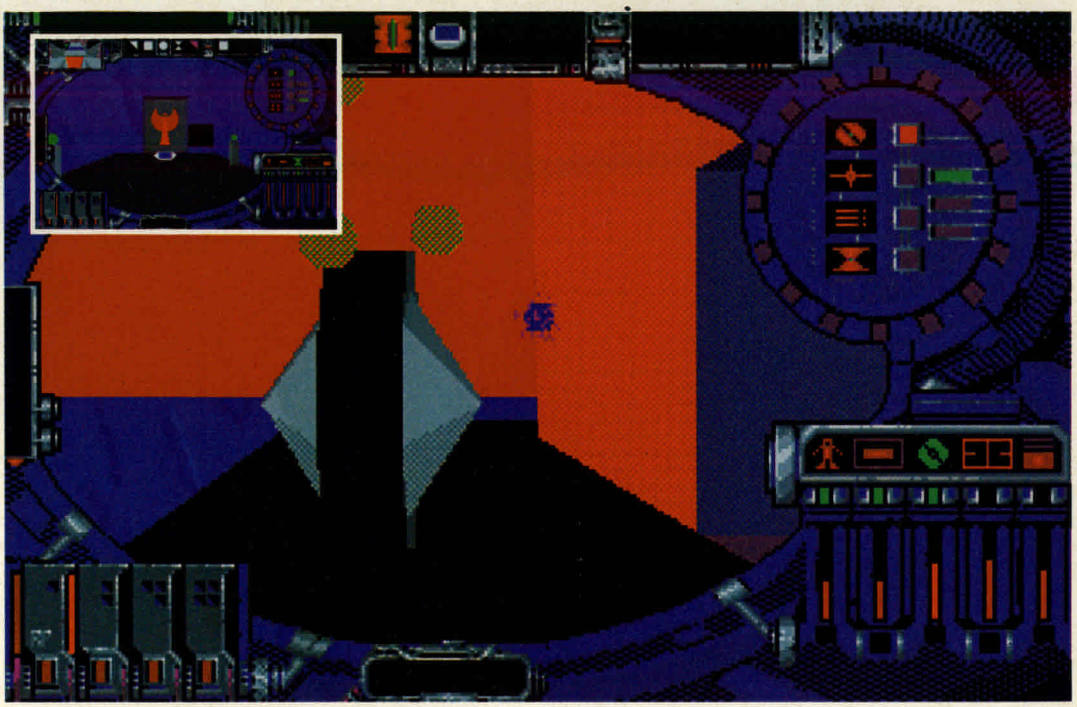


The Assembly Line and Ricardo Pinto, who actually created the concept behind Cybercon III, have done an excellent job on the game. Apart from the fact that it does take a fair while to get use to, Cybercon III is faultless. The 3D rooms and objects are superb and have set a new standard in 3D rendering. As mentioned before, the control interface is a little difficult to get used to but this proves no problem with a little patience. The camera is great fun and we guarantee that you'll have hours of fun just playing with this before you even venture into the complex. Excellent!

LEAGUE RATING

3 CAPTIVE
4 CYBERCON III
5 CORPORATION + MISS. DISK

ARCADE ADVENTURE



(Inset) One of the most useful utilities within the suit is the retractable camera. It can be launched into a room and controlled via the suit. Here you see the camera looking back on yourself.

As you venture further into the complex the enemy will seek you out and attempt to stop you. Cybercon III has created a plethora of giant laser droids and they are pretty damn fierce in combat.

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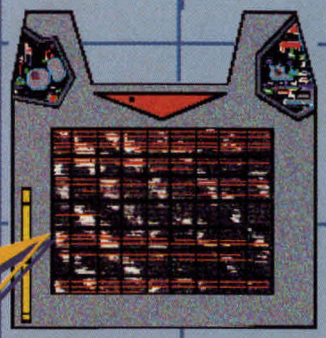
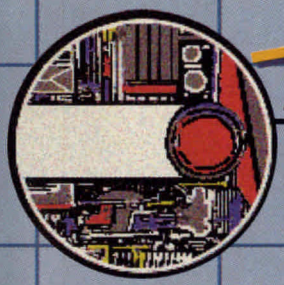


CELLULAR BACKPACK

Lightweight alloy structure. 16 storage points for equipment. Electro – magnetic storage/retieval.

NIGHT OPTICS CAMERA

Behind Visor. Cerebral interface to CS Helmet.



ELECTRO MAGNETIC PICK-UP

Links to Cellular Backpack

CEREBRAL SENSOR HELMET

Brain wave detection linked to CPU and system

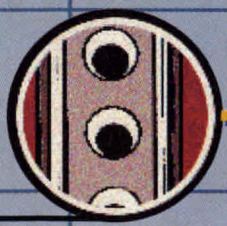
Pilot in harness operates controls on inner surfaces; power assisted motion through leg stirrups. Any movement made by the pilot is multiplied several times in order to control and move the unit in the required amount.

WAIST JOINT

DUAL-ACTION SERVO-HYDRAULIC LEGS

Max. speed 30 kph under power

M.A.M.A was originally used by the engineers who built the Cybercon and the Brain Stem. The suit was heavily protected to guard against falls from the many levels and from chemical and gas accidents that could arise.



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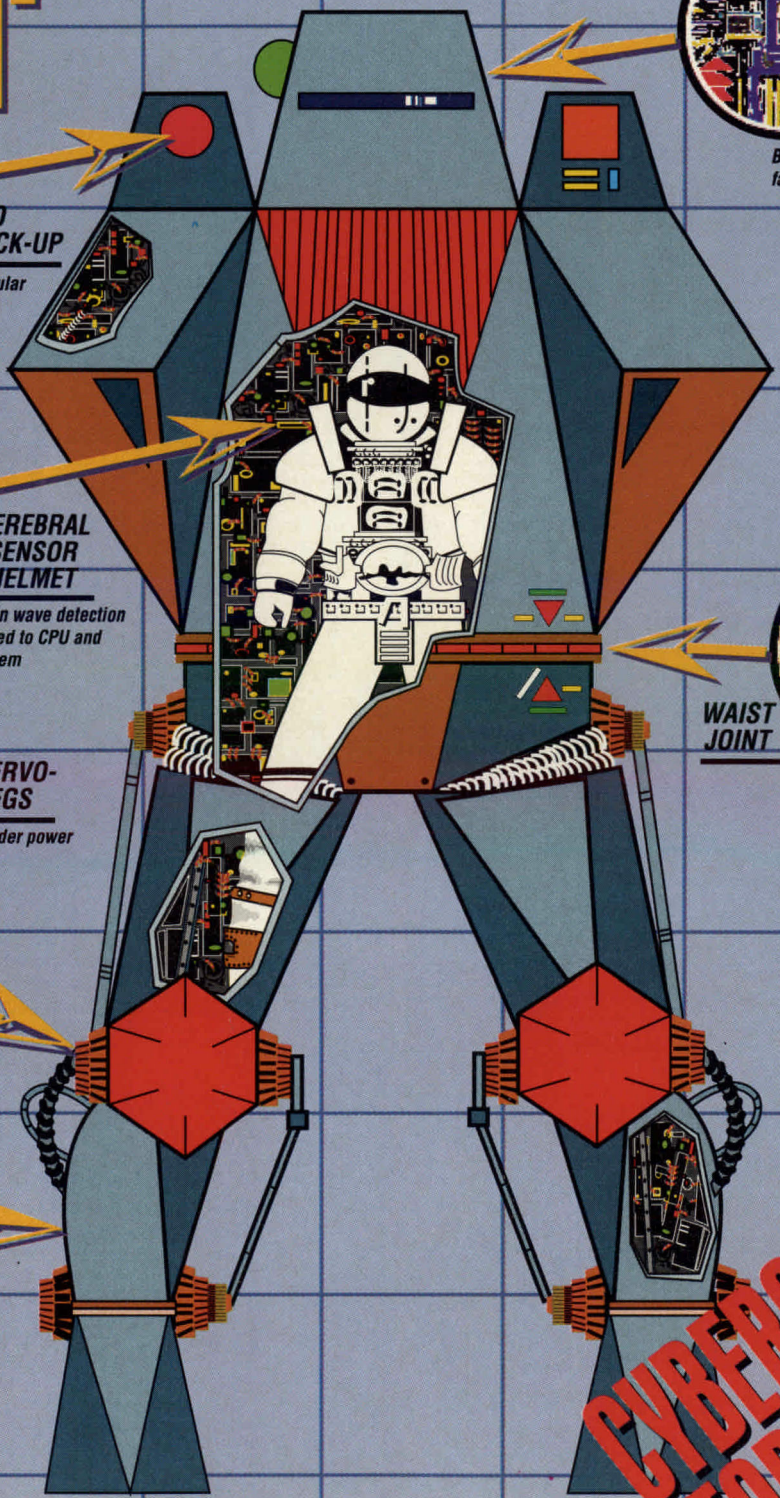
9mm Titanium/Ceramic



CYBERCON III TOP SECRET

Quadrel

PUZZLE AND QUIZ

Out in the big wide world there are some intelligent people. These smart arses have put their heads together and formulated the Four Colour Theorem. This theorem is actually quite simple and so that I can prove that I am really rather clever I shall explain it to you.

It demonstrates that you can fill any type of pattern with just four colours without having the same colour in an adjacent area. This is true for any type of map or shape, be it straight lines, pictures or mixed up jumbled shapes. Many people have tried to contradict the theorem, believing that they are more intelligent than their rivals, but they have all failed.

While the theorem is correct, what the mathematicians forgot to tell anybody is that it is dead boring. Loriciels, the smart gits from France, have used it as a basis for a game and have finally put it to some use.

Quadrel is a one or two player puzzle game in which you have to fill patterns with four different colours. A colour must not be placed in a shape with the same colour adjacent to it.

The basic game is single player against the clock. You are scored for the number of seconds you took to complete the screen with the best being placed onto a high score table.

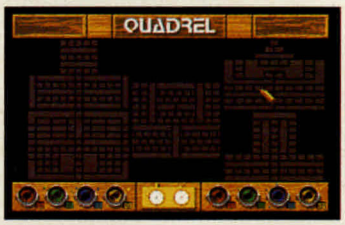
The main game involves two players, either one human against the computer or two friends playing together. The basics are the same but now there are a couple of extra twists. For a start the number of *dips* you have of certain colours is limited. You may be able to use the blue 30 times but only have six splashes of yellow.

Unlike the single player games you and your opponent place colours into the same pattern taking alternate goes. The victor will be the player who stops his rival from having his next move. Your opponent may be left with only green paint so you must manipulate the colours within the pattern so that a green shape will not be able to used. It sounds complicated but it is simplicity itself. Honest.

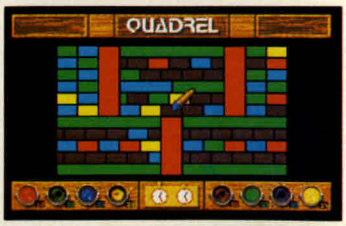
That's the way to do it! Being able to remain calm and thoughtful when under pressure has meant you have won. It only takes a single mistake to mess up the whole thing so I think you deserve to give yourself a pat on the back.

Not all the patterns are random. There are also geometric shapes and the hardest of the lot, pictures. Because a lot of the shapes are adjacent to a lot of others you have to be very careful as to what you place where.

When playing as a single player you can choose which of the patterns that you want to have a go at. There is a large selection in several categories including random shapes, geometric and pictures.



In two player mode you have to fill the pattern in a manner that will stop your opponent from taking his next move. If he cannot fill a shape without using adjacent colours then you are victorious.



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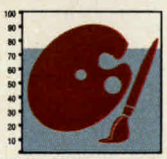

QUADREL
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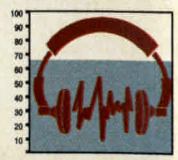
TEAM: N. CHELLY & B. ARON



Moments to learn and a lifetime to master. That phrase is a much used cliché but in the case of Quadrel is certainly true. You can load in the game and be playing within minutes. The graphics and sound have been neglected and some good background music would have enhanced the game's appeal. The single player option becomes tedious after a while but when you invite a friend around for a two player bash things become more interesting. A worthy puzzle game which brain boxes should enjoy.

LEAGUE RATING

16 PICK 'N' PILE
17 QUADREL
18 LOOPZ

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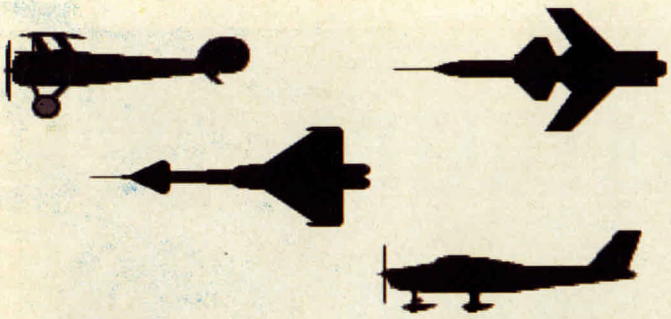


FLIGHT SIM

Chuck Yeager

Advanced Flight Trainer

Flight sim fans will recognise the name Chuck Yeager. In the past he has been associated with a couple of serious simulators and now there has been another game released with his mug shot adorning the box.

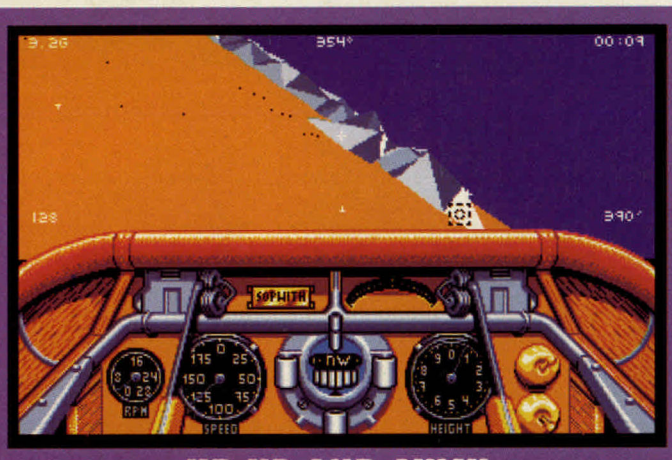
For those of you who are a little green when it comes to aircraft and flying, Chuck Yeager's AFT includes a series of flying lessons on the disk. Hosted by the man himself, Chuck Yeager, the series takes you through all the basic flying manoeuvers such as taking off, landing, rolls, banks and loops.

The experienced pilot will want to get straight into the cockpit of one of the big planes and he has plenty of choice. There are 18 different aircraft to select from. They include prop aircraft such as the Sopwith Camel, Piper Cherokee and the Spitfire. Fighters include the F-117 Stealth Fighter, F-16 and the A-18.

For the more adventurous thrill-seeker there is also the Space Shuttle and several experimental aircraft such as the XRH-4. Each has its own handling characteristics and flight patterns and will provide the pilot with a different challenge each time.

As well as a large selection of aircraft there is also a whole host of other options. You can choose to fly over alternative terrains, in different weather conditions, zoom around a slalom course and, for the more adventerous, join a really exciting stunt display team!

OVERALL SCORE **71%**

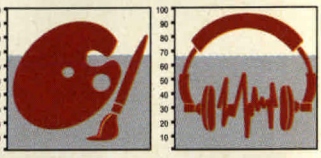


UP UP AND AWAY

1) RPM GAUGE: Keep an eye on this to ensure that your engine doesn't stall.
2) SPEED: Even at full speed while diving you won't get anywhere near Mach 1 in a Sopwith Camel.
3) AIRCRAFT: Just in case you forget you are in a Sopwith Camel. What a mean machine.
4) COMPASS: If you don't know what a compass does I wouldn't even bother starting the engine.
5) HEIGHT: Don't get out of the plane when this reads higher than zero.
6) YOKE: This flashing square shows the direction that the yoke is being pulled.
7) MOUNTAINS: These are made of hard rock and tend to smash up little wooden planes with ease.

ACTION INFO

CHUCK YEAGER AFT
ELECTRONIC ARTS £25.99
TEAM: ELDRITCH THE CAT

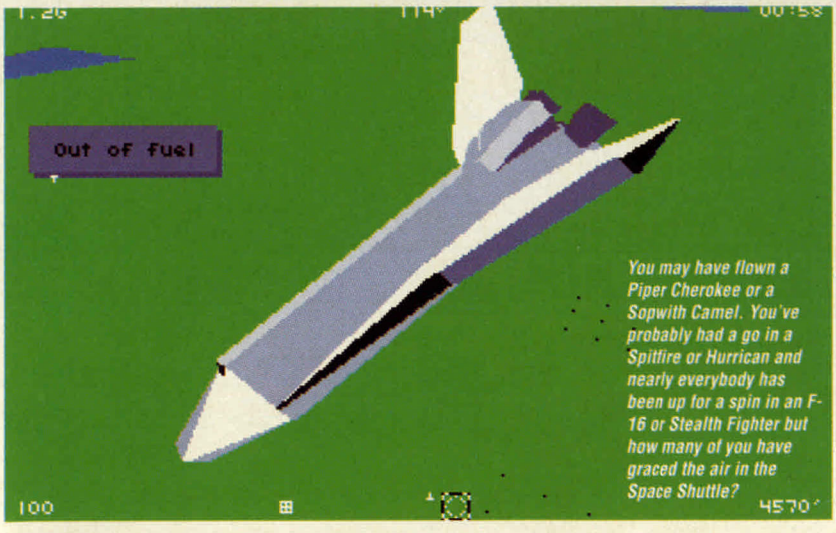


Flight Simulator 2 is considered the ultimate game for any serious simulator fan. It is against this type of market that Chuck Yeager's Advanced Flight Trainer will be competing. But is it good enough? On paper it sounds very impressive: the multitude of planes, the hundreds of options and the alternative scenarios. All I can say is that it would have been if the bare bones of the game were as good as its competitors. The controls are terrible, the scenery moves in jerks and the sound is very uninspiring. I can't recommend this simulator to anybody.

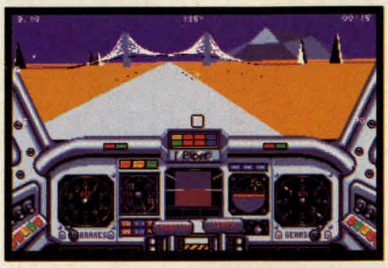
LEAGUE RATING

18	ATF II
19	CHUCK YEAGER AFT
20	STRIKE FORCE HARRIER

FLIGHT SIMS

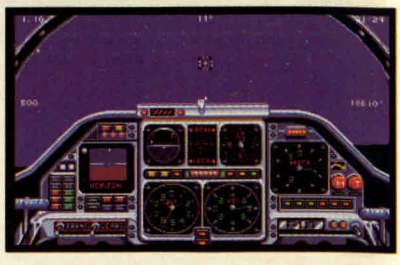


You may have flown a Piper Cherokee or a Sopwith Camel. You've probably had a go in a Spitfire or Hurrican and nearly everybody has been up for a spin in an F-16 or Stealth Fighter but how many of you have graced the air in the Space Shuttle?



There are several different types of scenery for you to fly over. Snow, ice, desert and grass are all available for you to look at and crash into. Here you buzz a large bridge while in a Piper Cherokee. Bet you can't fly underneath it!

If you fancy yourself as a Patrick Moore type you can go for a bit of star gazing. All the major constellations can be seen in the heavens and, if you really want to show off, you can have a go at navigation without your instruments!



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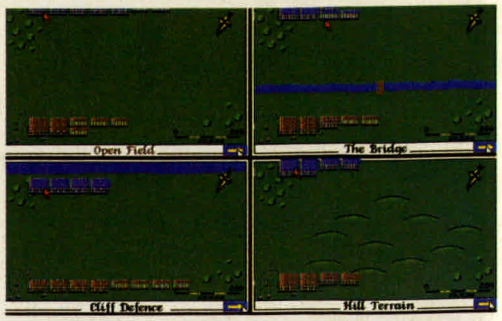
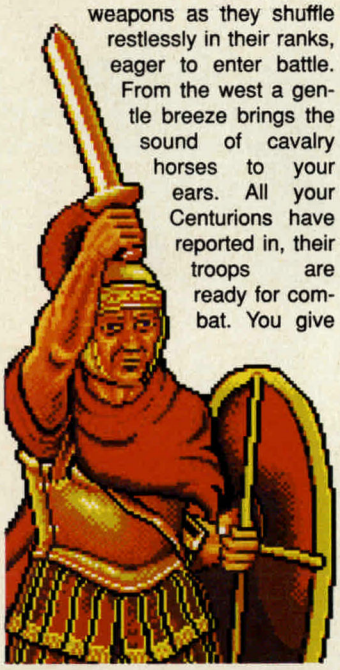


Their are four different battlefields. Each has its own advantages and disadvantages. You should design your armies bearing in mind the terrain type you are about to play on. Archers will have the range of their weapons restricted on hilly terrain and so on.

Cohort

STRATEGY

In front of you stands a legion of Rome's finest men. The early morning sun glints off of their armour and weapons as they shuffle restlessly in their ranks, eager to enter battle. From the west a gentle breeze brings the sound of cavalry horses to your ears. All your Centurions have reported in, their troops are ready for combat. You give the signal, let battle commence!



Cohort puts you in the shoes (or should I say sandals) of a Roman General around the beginning of the first century. Under your command you have a whole Roman army and waiting just under a mile away is the enemy. You must engage and eliminate him.

Before you draw swords and start hacking each other to pieces you have the option to put together your own scenario or use one of the 20 pre-designed ones included on the disk.

There are four alternative terrains to choose from: an open field, hills, cliff face and a river. Each has its own advantages and penalties which you should consider while selecting your forces. You can either choose a standard composition or design your own army. Available are light, medium and heavy infantry, archers and light, medium and heavy cavalry.

On the battlefield each unit represents upto 100 men. They can either be controlled as individual units or groups of eight for ease of use. Giving the units orders to fulfill is achieved through a series of menus.

THE AMIGA ACTION SUPER LEAGUE RECOMMENDED

The initial menu allows you to look at the overall situation. Each unit is represented on a map of the whole battlefield by a single flag. You can quickly determine where the enemy is hiding in respect to your own formations and the terrain features and formulate a battle plan. If required you can zoom in on a certain area and view the units in more detail. Information on unit strength, morale and offensive and defensive capability is provided.

After forming a basic plan it's time to give your units their orders. The game doesn't have turns as such but it continues running until you interrupt the action to give new orders. Each unit can be made to march to certain areas of the battlefield and engage any enemy it finds on the way. You can alter their formations to suit your taste choosing either line or file, squares or blocks and so on.

Morale will be a deciding factor in the battle. You may have the best fighters in the world but if they are scared stiff of the enemy they will be almost useless. When you lose a lot of troops your ranks may turn tail and run.

If you are to win you must choose a well balanced force that can counter the enemy's threats and then have a sound strategy to put them into action. You must plan ahead and develop contingencies to deal with any unexpected actions the enemy may make. Remeber that no battle plan survives the first encounter with the enemy!

OVERALL SCORE 78%

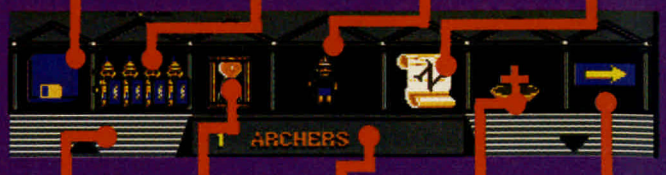
GENERAL'S ORDERS

LOAD AND SAVE: Load a previous game to disk or save the current game.

UNIT OR GROUP: Command your troops as either individuals or groups.

ORDERS: Brings up the orders menu for the currently selected unit.

MAP: Displays a map of the entire battlefield for you to devise a cunning plan.



SELECT UNIT: Cycles through your units in numerical order.

SPEED UP TIME: When things are going slowly you can fast forward the battle.

UNIT TYPE: The currently selected unit's type and number is displayed here.

CASUALTIES: Displays the current losses on both the red and blue armies.

CONTINUE: Your orders will be carried out when you click here.

ACTION INFO

COHORT

IMPRESSIONS £29.99

TEAM: GRABOWSKI & VON BRAKENTON

As I am a table-top wargaming fan Cohort's claim that it has a "Unique miniatures-style like control" grabbed my attention. Unusually this is, in fact, true and so the game instantly appealed to me. The menus are simple to use. Graphics and sound are also good. Tactically the game is a bit limited. I would have preferred more different types of troops, perhaps some chariots and war machines. It will appeal to fans of the Rorke's Drift game which is similar in style and anybody who plays table-top wargames.

LEAGUE RATING

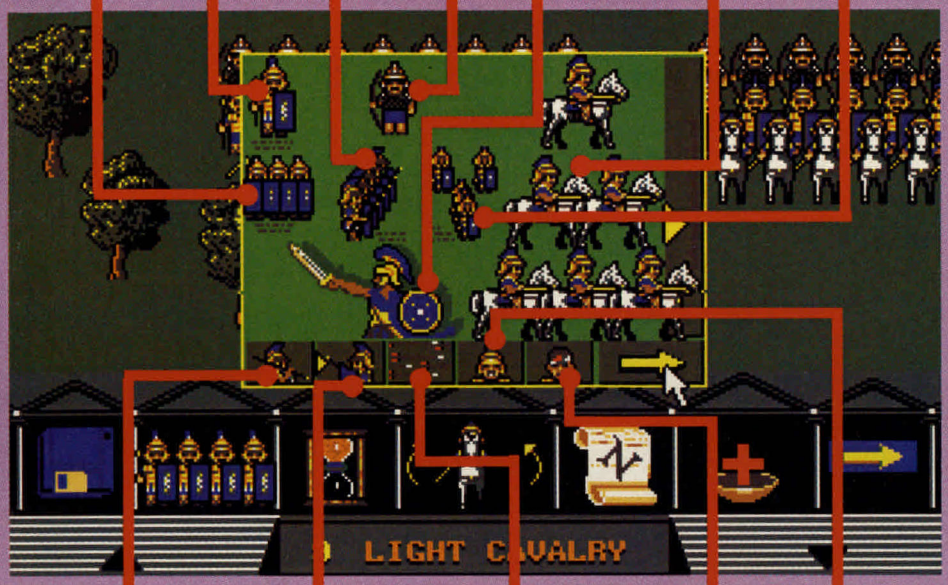
26 CONFLICT EUROPE

27 EUROPE

28 STORM ACROSS EUROPE

STRATEGY

ONWARD MIGHTY LEGIONS OF ROME



HALT: The selected unit will stop on the spot.

SHOOT: If the selected unit has missile weapons you will be able to select a target for them.

MOVE: Allows you to move the troops at either a walk, run or charge.

LINE: The selected unit will form up into a line formation.

FILE: The selected unit will form up into a file formation.

COMMANDER: Allows you to select special formations and marching orders.

MERGE: The selected unit will merge with the nearest friendly unit.

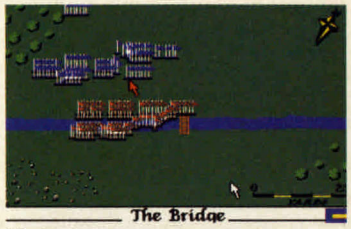
OFFENSIVE: Displays the offensive capabilities of the current unit.

MISSILE: Displays the missile weapon capabilities of the current unit.

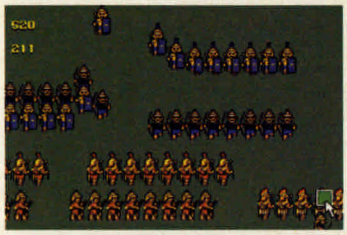
MORALE: The selected unit's morale level.

DEFENSIVE: Displays the defensive capabilities of the current unit.

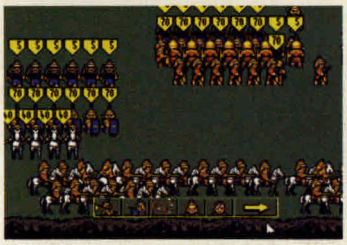
CASUALTIES: The losses the selected unit has taken during the battle.



The tactical map gives you a bird's-eye view of the entire battle. From here you will formulate the majority of your cunning plans. Here the red and blue armies stand off in front of each other ready to do battle.



The battle has just begun and the armies are about to throw themselves into the fray. The small green box in the bottom right of the screen allows you to scroll your view of the action about the battlefield.



The statistics of your units can be quickly and easily checked. Each has details of its offensive, defensive and missile weapon capabilities, morale and casualties so far in the battle.

The blue cavalry have manoeuvered themselves into an offensive position on the red's bridge. Heavy infantry make the best defenders supported with units of archers and fast moving cavalry.

MEDIUM CAVALRY: Men in light armour riding unprotected horses.

HEAVY INFANTRY: Men in armour. The strongest troops available.

LIGHT CAVALRY: Unarmoured men on unprotected horses.

ARCHERS: Unarmoured infantry with bows.

MEDIUM INFANTRY: Men with light armour covering part of their body.

LIGHT INFANTRY: Unarmoured infantry with slings.

HEAVY CAVALRY: Men in armour with protected horses.

Before marching to the battlefield you must decide upon the composition of your army. You have archers, infantry and cavalry to select from and as each has very different capabilities you should take your time. If you prefer, a list of standard compositions is provided for those in need of inspiration.

BECOME A ROMAN GENERAL FOR FREE

We have a copy of Cohort and some other Impression goodies to give to you lucky readers. So what do you have to do to get hold of them? Become Steve White's personal slave? Take a photo of yourself running down the High Street wearing no clothes? Clean behind Doug's ears for him?

Well, actually, no! Just sketch what you imagine the Amiga Action Offices would have looked like if they were around during the time of the Roman Empire. The funniest will win the gear but huge bribes will greatly enhance your chances of success.

When you have finished send your entry to: Cohort Mini Compo, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

Gods

THE AMIGA ACTION SUPER LEAGUE ACCOLADE

PLATFORM

Since the birth of the human race the Gods had ruled in their castles in the sky on the peak of Mount Olympus. Their life was a great one with no-one to question them, or to match them. Even mortal men dared not set foot on their sacred ground. But during the many years that they lived their immortal lives the Gods became slack and too sure of themselves – this was their undoing.

In the early days the Gods had built a city to use as a toy against the mortals. Great treasures lay within its walls, but within it also dwelt the forces of darkness, more evil than mortal man could imagine. If any man could enter the city and kill the four dark guardians, surely he would gain a favour from the Gods?

The immortal ones mocked and agreed. But they had forgotten one man – a mortal skilled in every melee weapon to be held in human hands. A man who had never turned away or shirked any quest in front of him. Hercules was to be their undoing. He would enter the Lost City, and his reward would be immortality. To be their brother. To be a God!

In the Bitmaps' latest masterpiece you control Hercules as he enters the Lost City in an attempt to destroy each of the four guardians and claim his prize. You start the game with no weapons, and absolutely no way of protecting yourself from the minions of evil waiting to assail you. But it is not long before you start to build up your arsenal.

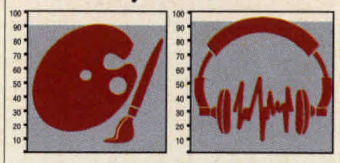
Weapon icons can be found scattered throughout the many levels, which when collected are immediately added to your firepower. These icons are mainly melee weapons (daggers, axes and spears) but there is also a selection of extra magical weapons with which you can equip yourself. However, only three melee weapons (of the same type) and three of each magical weapon can be held at one time.

But there is more than one way of getting weapons. At certain points in the game you are given the opportunity to enter a shop and buy weapons and other useful items with the money and treasure you have picked up along the way. Here you will find a lot of items that you won't find anywhere else in the game, but the most important are the extra lives and energy.

The four guardians are spread across four levels (one in each for those of you who hadn't guessed already), and on top of that each level is divided into four worlds. You are given extra bonuses at the end of each world, and a shopkeeper turns up at roughly every second world. But even with the help of this handy salesman, can you win the prize of immortality and join the Gods as equels on Mount Olympus?

ACTION INFO

GODS
MINDSCAPE £25.53
TEAM: RENEGADE



Only last month Switchblade II was put at the top of the Platform league with our unanimous vote, but we didn't think something would replace it as quickly as this. Gods is without a doubt the best platform game I've ever played and probably the best thing the Bitmaps have done, which is quite a compliment considering their past products. The graphics are as brilliant as usual and the sound is only surpassed by the in-game FX which are really very atmospheric. Whatever you are doing at this moment stop, and get a copy of Gods. It would be sacrilege not to.

LEAGUE RATING

*** TOUCHDOWN ***
1 GODS
2 SWITCHBLADE II
PLATFORM

OVERALL SCORE 93%

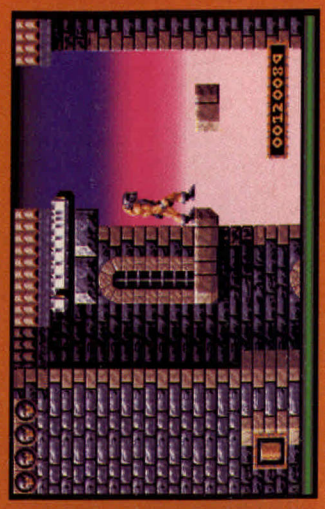
THE GREATEST PRIZE OF ALL — IMMORTALITY

This is what we like. In the shop you can spend all your treasure on the selection of tasty weapons and objects that are available. Weapons are the most important things to buy as they will protect you during the game, but there are quite a few to choose from each with a certain strength. Of course the more powerful the weapon the more expensive it is. Oh well, you never get a free lunch, do you? However, the other items are quite important. There is only one extra life at each shop no matter how much money you have, so it`s best to buy it if you can afford it. Anothr good thing is to boost up the energy on your present life as you don`t want to die as soon as you leave the shop. But without a doubt one of the best sundry items is the Familiar. Buy this and you will gain a small bird that will help you throughout the next level, or at least until he dies.

ITEMS ON THE SHELF

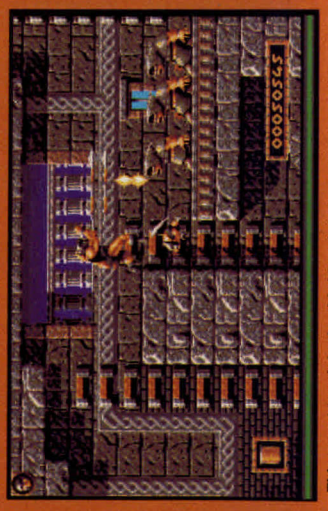
1) Food (poor)
2) Food (good)
3) Wide bullets
4) Condensed bullets
5) Energy
6) Food (very good)
7) Dagger
8) Freeze monsters
9) Spear
10) Shuriken
11) Invuinerability
12) Weapon power-up
13) Familiar
14) Smart bomb
15) Fireball
16) Magic hammer
17) Extra life

SHOP

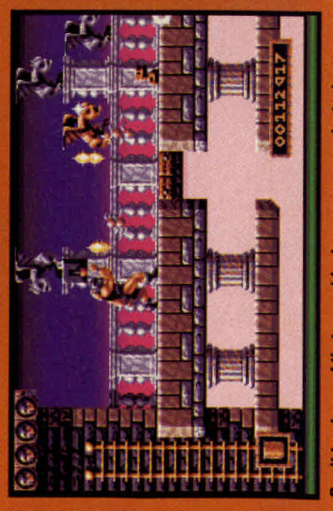


On a ledge you wait for a moving platform to make its way over to your side of the screen so that you can grab a life.

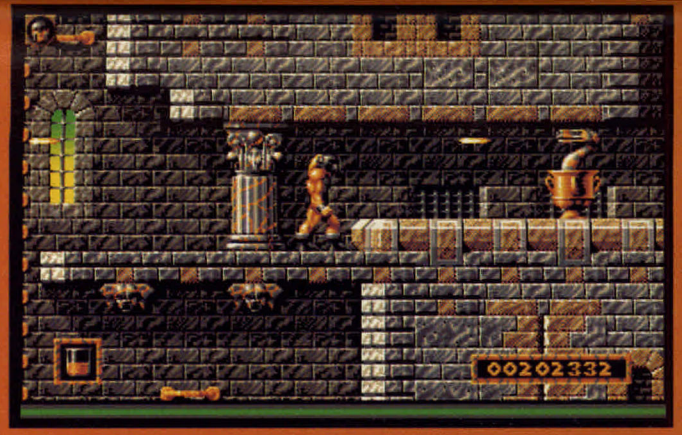
At the end of every four worlds you meet one of the four Guardians. The level is pretty easy but the graphics are really hard.



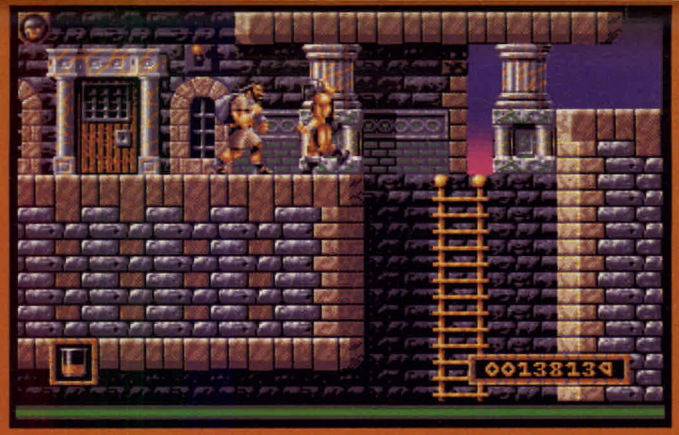
Things get tough in the third level, but now you've got a Familiar to help you. Stand back and watch him fly out.



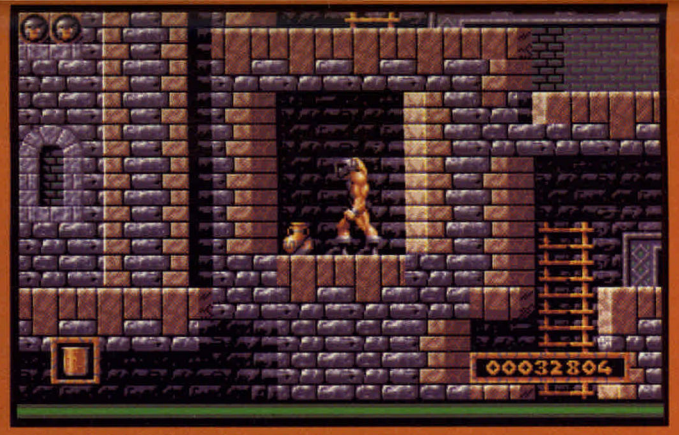
Don't trust any of that superbly drawn scenery. Just when you think it's safe it will come alive and attack you.



As you approach a rather harmless looking pot, a snake suddenly appears and spits poison at you. Once killed it turns into four smaller snakes.



As you collect a strange looking icon, a tall man immediately enters the screen with a sack on his back. There are plenty of objects to buy and you've got the money to do it.

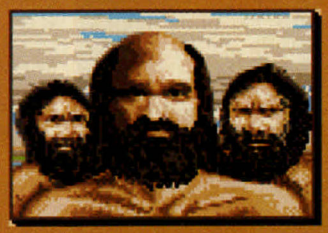


Teleport gems usually send you somewhere very useful that you would otherwise not be able to get to. Here the reward is an essential object.

ENTER THE LABYRINTH OF THE GODS

AGAINST THE POWER OF ROME

Most of the enemy you will encounter will be barbarians. Although the soldiers are fierce they are few in numbers and fall easily to the might of the Romans. The Greeks and Hispanians are fairly troublesome and will not kneel willingly to Roman domination. The biggest pain is Hannibal. His army is very big and his attacks are consistent and extremely annoying. He will fight until the Roman garrison is dried up of men and horses.



This is Centurion's main control panel. On the right is your current status and the status of the province your are presently situated in while the left side is made up of the various commands you can use during the game.

STRATEGY

Rome – 275 BC. Since its evolvement under the reign of Romulus and Remus, the city has diversified considerably and has now become the centre of all activity in the province of Italia. The petty kingdoms have all been united and the Roman Empire has taken its form. Now, the hand of Rome must spew fourth into the rest of the world. Conquest is at hand!

You must take the part of one of the many Roman officers with the province of Italia under your control. If you are to rise in rank and become popular with the people you will need to be diplomatic, strong and fair.

Your legion begins the game in the province of Italia and the provinces presently under your control are outlined in blue. Your main objective is to spread the Roman Empire into the other provinces, either by diplomacy, alliance or bloody war. When you move your legion counter into an enemy region the natives come and face you at the border. There you can discuss proposals of an alliance. If they fail to abide by your wishes you can wage war on them.

The battle sequences show your legion and the enemy soldiers facing each other. Your commander is riding a horse. It is your decision as to what type of fighting stance the legion takes but you'll need to choose wisely to counter the enemy's tactics.

After a short fanfare of trumpets the two armies march towards each other banging their shields. Each unit of soldiers and cavalry has a movement indicator which can be selected to alter their tactics but is very rarely needed. The weaker enemy will retreat straight away and most will end up dead on the battlefield. But the battle is only truly over when the white flag is raised by their commander.

Once a battle is over the legion must be strengthened otherwise it will lose its grip on the province it has just captured. A tribute must be set which acts as a form of taxation and the residents kept happy with the occasional gladiator fight or chariot race. From here it's on with the next invasion.

Unfortunately, the wind doesn't blow in one way and enemy armies will regularly attack your captured provinces. If there is a legion already there they will have to fight for control. But if there isn't, the province will automatically fall into enemy hands.

Battle doesn't take place just on land. Sea battles are extremely commonplace and if you are to rid the seas of troublesome devils you will need to rise in rank and build a fleet of ships which are expensive. You must control your ships as they enter the fray, avoiding the enemy and firing your fireballs and arrows. If you are skilful, the enemy vessel will sink into the depths and the threat will be over.

The countries under your control will need regular amusement in the form of a gladiator fight or chariot race. You must select a gladiator and opponent and train them both up. The fighting is controlled with the joystick, the fire button delivering a simple thrust and slash. If you can deplete your opponent's energy to zero he will fall to the ground and you will be required to either kill or spare him. Choose wisely as the spectators will have already made up their minds.

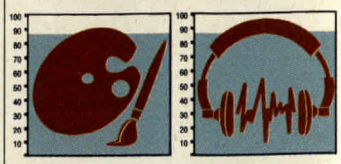
As you rise in rank you will be able to buy more ships and upgrade your armies as well as raise new ones. The golden rule is to keep the empire happy and contented. Treat the people fairly and they will be loyal. Treat them badly and they will revolt. Who knows? If you become powerful enough you may even be invited to a dinner party with Cleopatra herself. But you've got a long way to go before that time.

ACTION INFO

CENTURION

ELECTRONIC ARTS £25.99

TEAM: KELLYN BECK



As far as strategy games go, Centurion is one of the best. The Roman era has been beautifully created and the map is especially well designed. Unlike most games of this ilke, it is easy to get into yet difficult to master but you will have a lot of fun trying. Remember, Rome wasn't built in a day. The battle sequence is excellent even though the soldiers are small. The Amiga sound capabilities have not been neglected either and the roar of battle, fanfare of trumpets and all other types of epic movie effects have been included. A great game that will appeal to most fans of this genre.

LEAGUE RATING

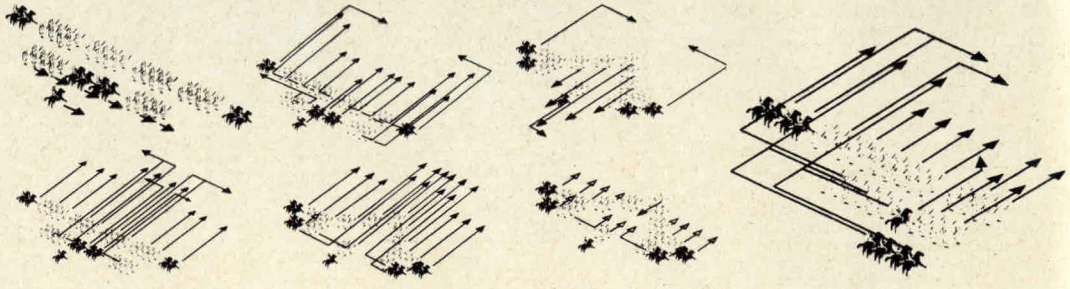
7 RAILROAD TYCOON

8 CENTURION

9 BREACH 2

STRATEGY

Centurion

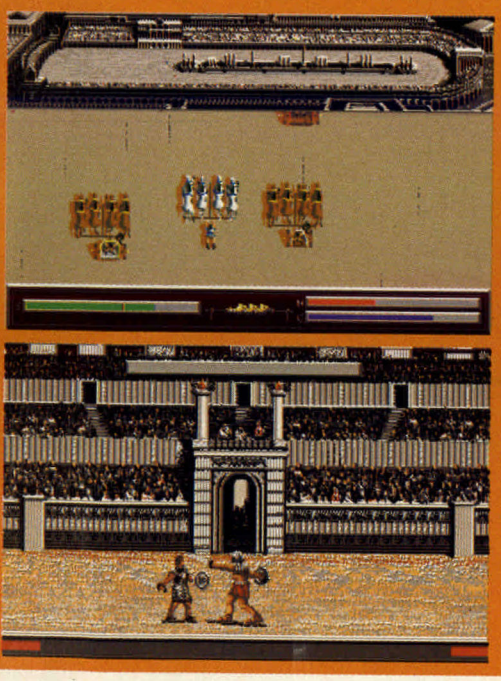


ROME WASN'T BUILT IN A DAY!

The most common soldier in the Roman Empire is the legionnaire. He makes up the majority of the force. His weaponry includes a long shield, short sword and spear as well as a hip dagger. Next is the cavalry. Somewhat vulnerable to infantry attack, they are not much use except when there are only a few enemy units left. The elephants are used mostly by the enemy and fall easily to infantry attack. However they are useful against cavalry.

IMPERIAL WARRIORS

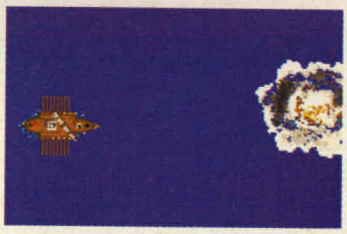
THE GREATEST SHOW ON EARTH!



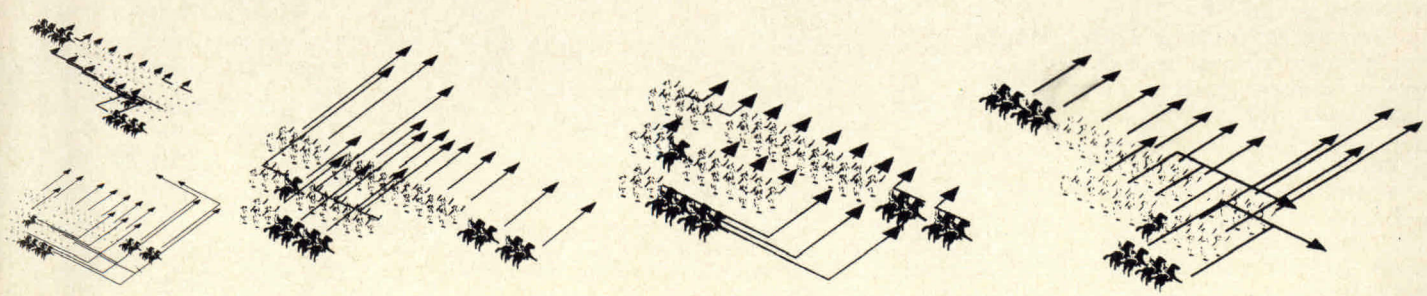
Occasionally the people of a particular province will require a gladiator show or chariot race in order to maintain morale. Chariot racing is more fun and requires you to waggle the joystick furiously in order to build up speed. You can then whip the horses and take on your opponents. Press the chariot too hard and it will disintegrate leaving you as a bloody mess on the ground.

The battlefield is where most of the action takes place. Elephants do not cause much of a problem and fall easily to the swords of the legion in a wedge defence. There will be few times when the legion will be forced to retreat from the enemy.

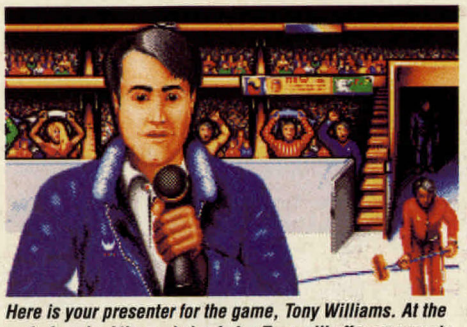
Combat is fierce and very bloody. If the enemy is large few will survive and the decision will be fairly tight. Some units will be lucky enough to have time to retreat while others will be annihilated. Cavalry are easy meat for infantry.



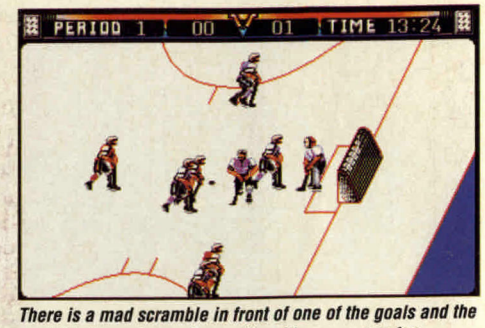
Once you have risen in rank you will be able to command a squadron of battleships. Ship warfare requires you to avoid the enemy ship's fire while hitting it with your own. The enemy will sink when its strength bar reaches zero.



At the beginning of the match the ref will throw the puck onto the ice and then make a run for safety. Only the player with the fastest reflexes will get the puck first but those with the biggest muscles keep it.

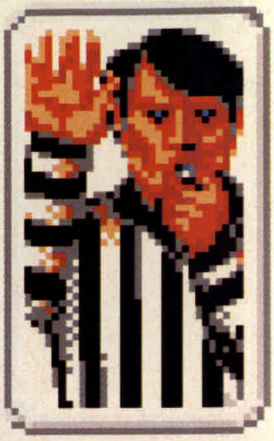


Here is your presenter for the game, Tony Williams. At the end of each of the periods of play Tony will offer comments and show replays of the most exciting moments. He will also keep you informed of other matches in the league.



There is a mad scramble in front of one of the goals and the puck has been thrown loose. Now it's every man for himself. If the offensive team manages to gain control, there could be big trouble for the defenders.

International Ice Hockey



SPORT SIM

The roar of the crowd, the challenge of the game, the thrill of winning, the broken bones and frostbite. All these are just some of the attractions of the fast action game, Ice Hockey.

Wearing armoured protective equipment and carrying hefty sticks you and your team mates enter an ice covered arena to battle it out with a group of similarly equipped muscle-bound brutes. You score points for hitting a metal puck into the opposing team's goal. How you get it there is largely up to you.

Before venturing out on to the ice for a bit of rough and tumble you can set the parameters for the forthcoming match. There are three leagues that you can play in, each progressively harder than the last. To win the title of International Ice Hockey Champion you must get to the top of league A. Not an easy task.

The line up of your team can be altered to suit your own taste. You can place more men into defensive or attack positions depending on your own style of play and the past performance of the opposition you are about to face. If you are facing a weak opponent you may decide to put as many men as possible into attack positions but when playing against a more aggressive team a strong defence is recommended.

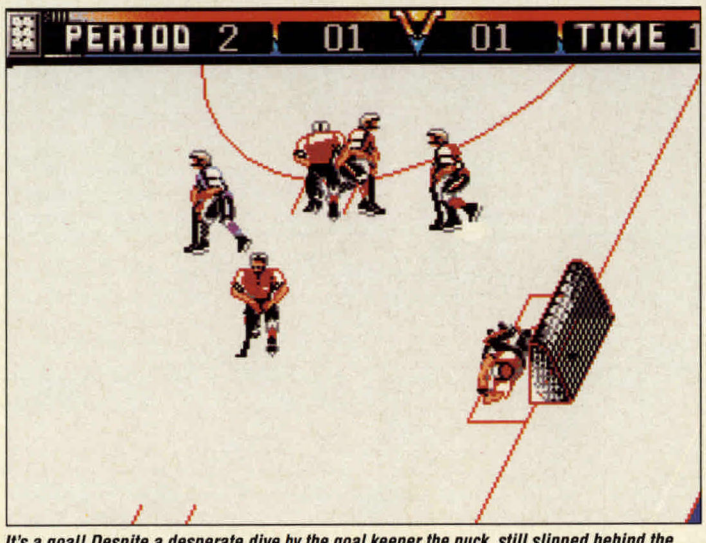
The game is introduced by presenter Tony Williams and he will provided additional comments throughout the game. Your mean, lean playing team will then skate on to the ice and move to their positions ready for the start of the match.

You control your team with a joystick. Smashing the puck past the opposing defence is just a flick of the wrist away. The player nearest to the ball is the only one active and the rest of your team is computer controlled moving to the positions that you defined before the match started.

Moving the puck down the pitch to the goal mouth requires you to weave through your opponents and make accurate passes to team mates. That all-important shot at goal takes split second timing.

Ice hockey is a fast paced and rough game and casualties should be expected. During a scramble for the puck or after a rough tackle one of your players may be badly injured and therefore no longer be able to play. If you make a tackle that the referee declares to be too aggressive then you will be sent to the sin-bin for a few minutes.

At the end of each game the points for each team that played are fed into a league table. Over several matches it is possible to build up a picture as to who is the most consistently good team and how well you are doing in relation to your opponents. Improving your own performances will propel your team to the top of the league table and ultimately earn you the honoured title of International Ice Hockey Champions.



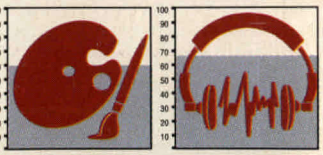
It's a goal! Despite a desperate dive by the goal keeper the puck still slipped behind the line and into the net. The crowds are cheering, the fan fare is blaring and the players ecstatically congratulate the goal scorer.

ACTION INFO

INT. ICE HOCKEY

IMPULZE £24.99

TEAM: G. BRIGGS & R. BESTON



Ice Hockey is a pleasant change from the usual pile of soccer games that are continually being released. Impulze have drawn some of their inspiration from the TV Sports series of games from Cinemaware but unfortunately they have failed to capture the formula. The graphics are slow moving and jerky, sound might as well be non-existent and the gameplay is frustrating. The box claims that Ice Hockey is competitive, aggressive and fast. This may be true of the real thing but this simulation most definitely isn't. Unless you are a big fan of hockey avoid this like the plague.

LEAGUE RATING

45 GAZZA'S SUPER SOCCER

46 INT. ICE HOCKEY

47 HOLE – IN – ONE

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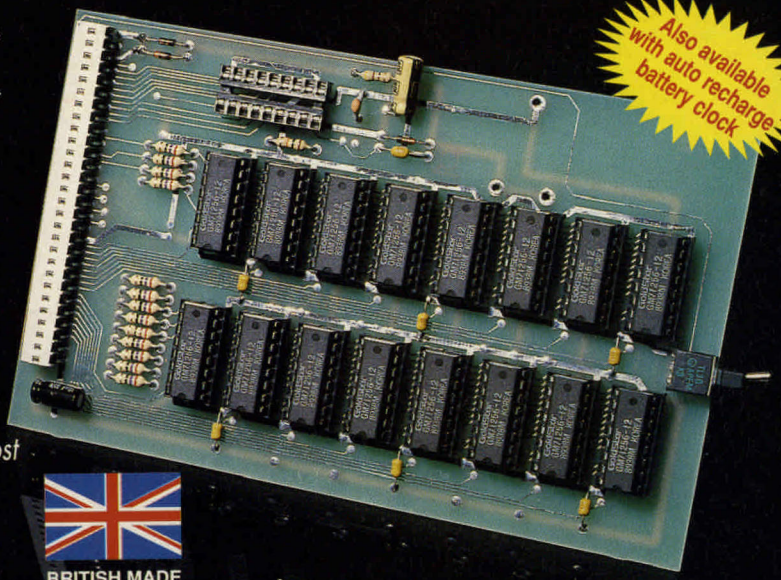

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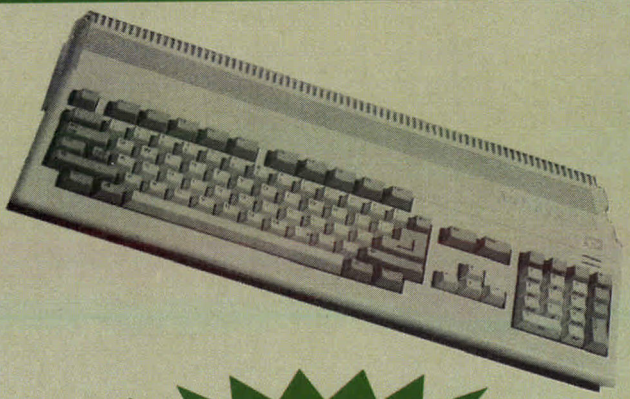

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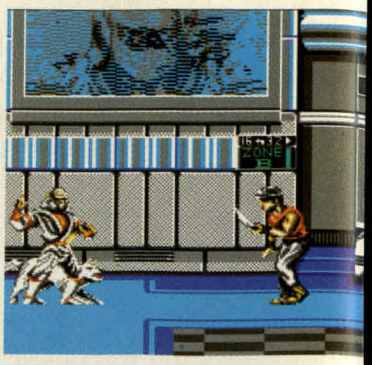
VISA

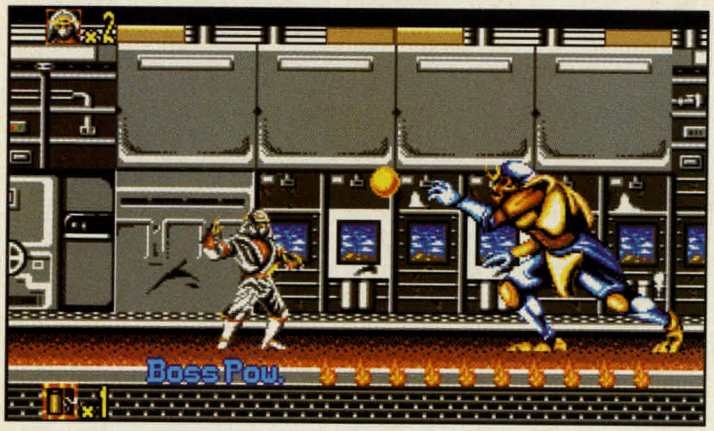
Dept AA

Access

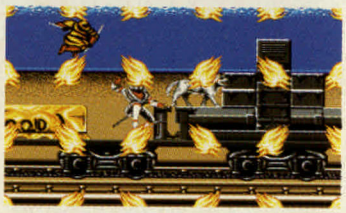
The most feared opponents are the orange Ninjas. Even after a direct hit to the head with a throwing star, they still come back for more, usually brandishing a large stick!



Once the guardian has been removed you get a chance to gain an extra life on the bonus screen. You'll have to kill all the descending Ninjas before they pounce.



A large ferocious guardian will attempt to stop you progressing on to the next level by throwing large fire balls. Several well placed shots to his left arm should see him off.



The most powerful weapon you possess is Ninja magic. When it's executed every living creature on the screen is destroyed, except you and the dog of course!

On later levels the platforms become smaller and the number of terrorists increase. With the dog out of action, you'll certainly need all your wits about to destroy that Ninja. A touch of magic maybe!

SHOOT 'EM-UP

The original Shinobi coin-op introduced in the arcades several years ago was a sure-fire hit. That's not surprising really as it was an excellent blend of three popular game types: Shoot'em up, beat'em up and platform action.

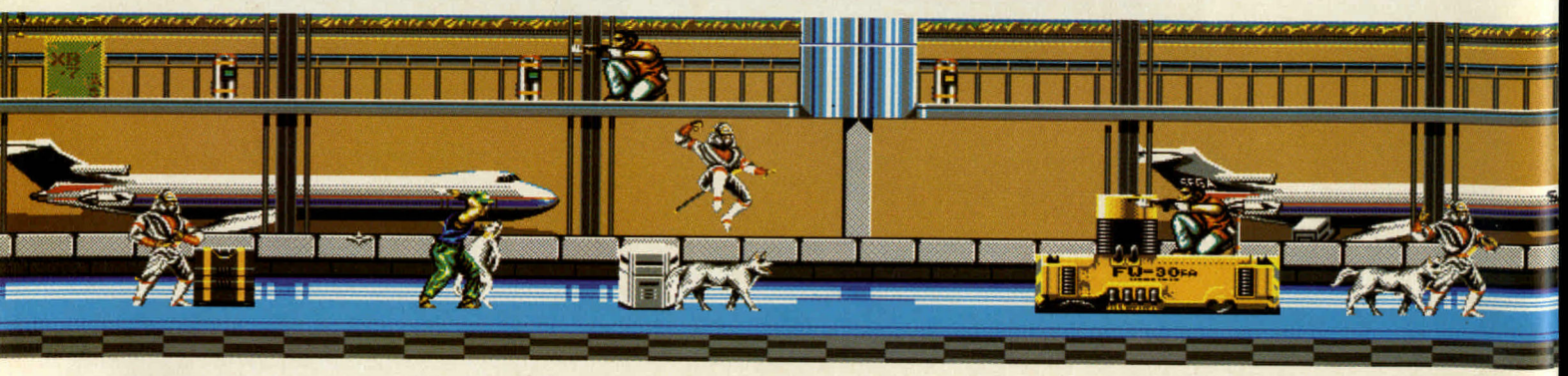
Predictably, the home computer conversion followed soon after but unfortunately, was a big disappointment. However, that was many moons ago. Since then the sequel has crept into the arcade and before we've had chance to sample the real thing, the conversion has been released.

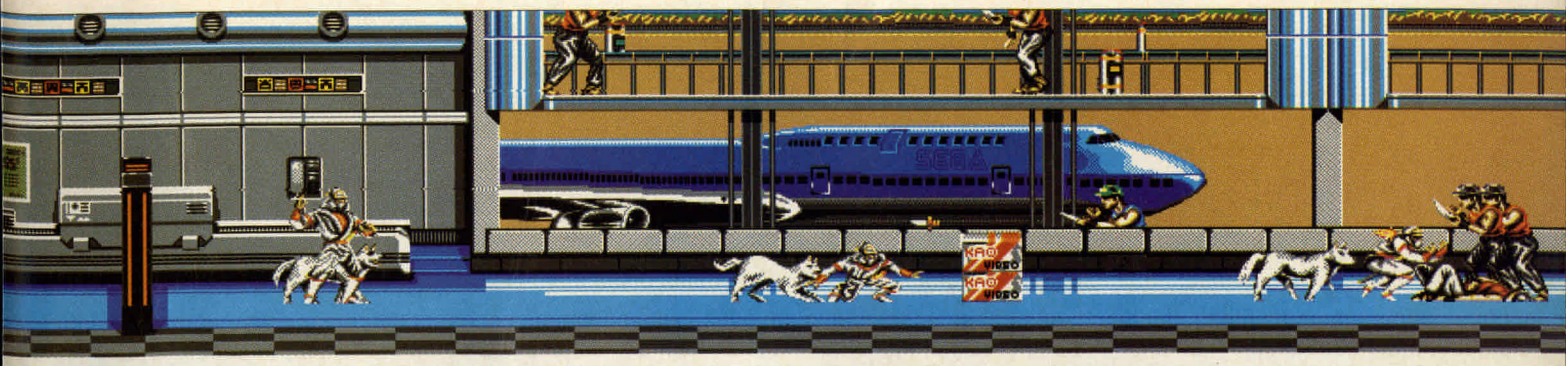
Shadow Dancer is in many ways very similar to its predecessor. A group of terrorists in the centre of a violent city are committing a series of horrific crimes. The worst of these is the planting of time bombs throughout the busy metropolis. These lethal explosives are to blow simultaneously in a set period of time.

As you play the part of the young Ninja, it's your responsibility to round up the bombs and annihilate the syndicate that planted them in the first place.

This time, though, you're not alone in the quest. Your faithful pet dog will follow you throughout each level and assist you in fighting off the many terrorists, Ninjas and marksmen that lie in wait.

Being a ruthless Ninja, you have several ways of trashing the enemy. Your main weapon is an endless supply of throwing stars that can be dispatched very speedily. If the enemy strays too close though, you won't have time to throw a weapon, so you'll have to rely on a quick flick of your trusty blade.





Shadow Dancer

Your ultimate weapon is Ninja magic that literally wipes out everything on the visible screen, excluding you and your dog. Be careful when using this though as supply is very limited.

The Ninja magic comes in many various forms including the hurricane which twirls around the level drawing up any of the bad guys into its centre. The other form of magic is the fire flame. If there are any enemies on the screen they will be engulfed in flame and burnt to a cinder. As mentioned before, the magic is in short supply so it must be used sparingly.

The saying: *A man's best friend is his dog* is certainly not far from the truth as far as this game is concerned. If you're caught in a tricky situation, you can order your mutt to attack the nearest person. If it isn't up to the task it'll be thrown off looking more like a poodle than a savage guard dog. Luckily though, it soon recovers and can be used time and time again to thwart the enemy.

If you thought you had it good, the terrorists have it better. They fight back using daggers, swords and even shot guns. Being hit by such objects results in the loss of a life.

The game is played over four rounds split into different sections, totalling 15 stages in all. As you progress through each stage, the screen will scroll in all four directions, with new enemies and time bombs moving into view.

At the end of each round, you'll have to overcome a large guardian. Each one has a weak spot that needs to be hit several times by a well placed shuriken. In return the guardian will fire back various missiles in an attempt to stop you proceeding.

Keep your Ninja wits about you and you may survive to fight on through the levels.

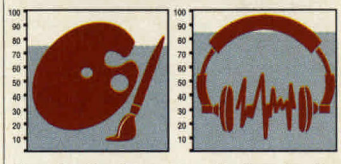
Some of the explosives are hidden and also well protected. Here you'll need to leap the fence, take out the frisbee man and finally collect the lethal bomb. But beware for he will be out to stop you!

ACTION INFO

SHADOW DANCER

U.S. GOLD £25.99

TEAM: TEAM – IMAGES

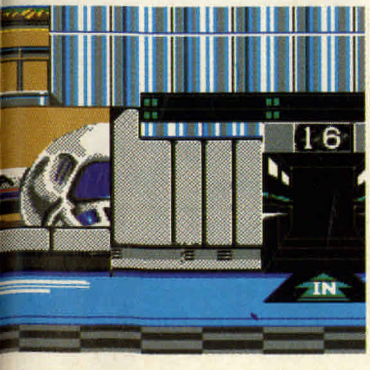


Upon loading the game and witnessing the graphics, my initial thoughts were drowned with disappointment. Luckily though, I was proved wrong, as once again, true gameplay has won the day. If you enjoyed Shinobi then you'll love this as it's the nearest thing to it. As with the original the contrast between fighting, shooting and platform strategy is perfect, allowing you to progress that little further with each attempt. What could cause many people a lot of disappointment. As you progress you'll realise the game is fairly easy to beat and with only four rounds to complete, long term appeal may be hindered.

LEAGUE RATING

18 OPERATION WOLF
19 SHADOW DANCER
20 BATTLE STORM

SHOOT 'EM-UP



NINJA MAGIC COMPO

Are you a true Ninja? Do you have the necessary magic to win yourself a free copy of Shadow Dancer? If the answer is yes to both of the above then read on.

All we want you to do is answer the following, simple question. The first correct entry we receive wins a copy of the game, so hurry along to the post office! The question is: From the original Shinobi coin-op what super weapon could be collected and could be fired perched upon the Ninja's shoulder?

A: Rocket Launcher B: Catapult C: Water Pistol

Send your entries to: Shadow Dancer Compo, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield SK10 4NP.

CONTROLLING THE FORCE

APPROACH SUSPECT

USE FIREARMS

USE RADIO

ACTIVATE SIREN

SELECT OFFICER

CALL PARAMEDICS

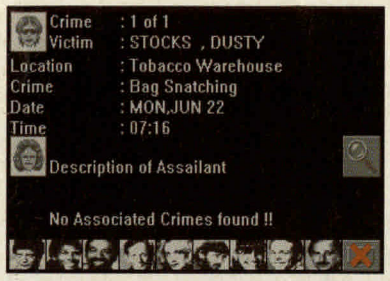
STUDY MAP

REQUEST BACKUP

ARREST SUSPECT

CALL SWAT TEAM

The police computer stores any known information on unsolved crimes. By clicking on the investigate icon (magnifying glass) you can assign a case to an officer.

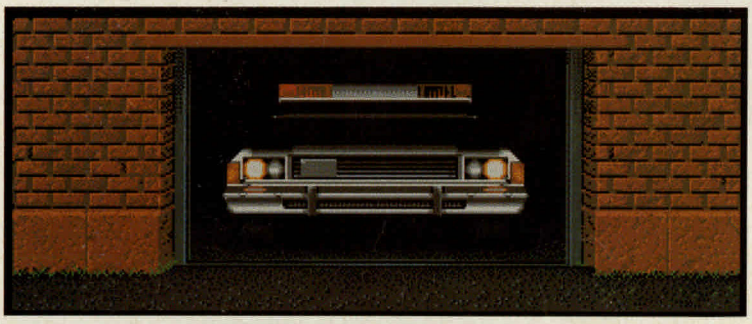


All the main participants in the TV series have been digitised and used as the game's nine characters. Although that seems like plenty, you'll soon realise that you're incredibly understaffed.

INSIDE CAPTAIN FURILLO'S OFFICE

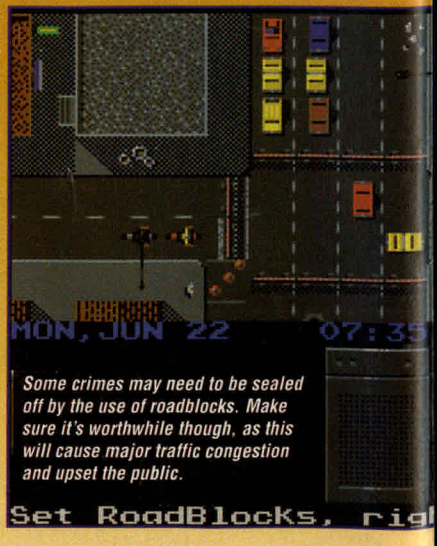
1) POLICE COMPUTER: Stores details of all the unsolved crimes and the descriptions of suspects.
2) WALL MAP: Displays a complete map of the Hill Street Precinct and highlights all the current police patrols.
3) OFFICER STATISTICS: Provides you with all the information needed on each officer and the game statistics.
4) THE PATROLS: Clicking on the door gives you another opportunity to reorganise your rookie patrols.

From Furillo's office, you can immediately find out the location of each patrol by consulting your wall map. Each unit is represented by a white dot that updates when an officer moves.



You've just arrived at the scene of the crime and as usual the victim is embedded in the concrete pavement. Luckily, this one is not dead so the paramedic (highlighted in red) is called.

(Left) The victim has been safely carted off to hospital and the person responsible for the crime (highlighted in red), is being shoved into the back of the patrol car and taken to the station.



Some crimes may need to be sealed off by the use of roadblocks. Make sure it's worthwhile though, as this will cause major traffic congestion and upset the public.

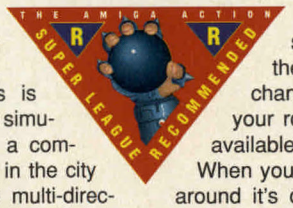
Hill Street Blues

STRATEGY

Hill Street is certainly a tough neighbourhood. Even in broad daylight in a busy street, people are faced with bag snatchers, muggers, drug dealings, armed robberies and even murders. The citizens of the city simply don't like it. Something must be done to cut the crime rates.

You play the role of Captain Furillo, with complete control of all police officers and resources within the Hill Street Precinct. It's your responsibility to ensure that all the forces are used to their full potential and that crime rates are reduced. Generally, you must win the support of the public, the people who need protecting.

Pleasing the public is not going to be easy. Turning the streets into a war zone is not advised as the Mayor gets edgy and may demand a new Captain. The key to success is to clear up cases as soon as possible using minimum force.



Hill Street Blues is an icon driven police simulation based around a complete city. Everything in the city is represented on a multi-direction scrolling landscape, complete with animated cars and people. You must use around 50 icons to influence the moves of each officer.

The game begins with a schematic view of the city. From here you must place your rookie patrols, who in turn, will report any crimes to headquarters. Crime rates are reduced by patrolling officers, but you only have enough resources for a limited area.

Once you've positioned your rookie forces, you can enter your office. From here you can access all parts of the game by clicking on the various objects. For instance, clicking on the desk computer gives you access to all the crime descriptions. Game statistics, a map of the precinct and the chance to reorganise your rookie forces are also available.

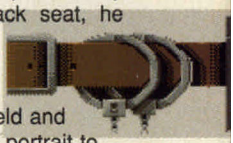
When you've found your way around it's on to the streets. At this stage it's up to you whether to wait around for a crime to be reported or send out experienced officers to try and catch one in progress.

The radio operator at HQ is called A.J. Hill. Her responsibility is to let you know as soon as possible the whereabouts of any crimes in progress. Following this you must return to your office and check out the crime on the computer and assign an investigating officer.

Your officers are not as intelligent as you might think. Once you've assigned a case you must also direct them to the scene of the crime, either on foot or in a squad car, depending on the flow of traffic. On arriving at the scene of a crime, the victim is usually spread-eagled across the pavement. If the victim is dead then a coroner will be required, otherwise a quick call to the hospital for a paramedic will be sufficient. Quick removal of the dead or injured is your first priority.

The person responsible for the crime is usually still in the area. A description of the suspect can always be found on the computer back at the office. If an officer recognises a face, that person will be highlighted by four flashing red arrows. Following this you should have your officer approach the suspect and make the arrest.

After the officer has returned to the station with the captive safely tucked up on the back seat, he must charge him and he will usually confess. For more serious crimes a trial is held and you'll have to match a portrait to the accused. Fail to do this and the suspect will walk.



As the game moves on, it gets progressively harder. Crimes become more serious and frequent. Some incidents may require you to block off roads and bring in the use of firearms. The SWAT team may also be called in, but only one officer has such experience, so his squad must be free.

ACTION INFO

HILL STREET BLUES

KRISALIS £24.99

TEAM: ROB HILL AND TEAM

Not being a fan of the TV series, I'm not in a position to say if the game follows a similar path. First impressions are favourable and you'll soon be instructing your officers successfully. As the levels get harder the crimes get intense and keeping law and order on the streets is not easy. Another problem is the intelligence of the officers. If you instruct an officer to go to his car, rather than run there directly, he does tend to jog around the block first. A good attempt, but many people may find it too tough.

LEAGUE RATING

21 BATTLE CHESS

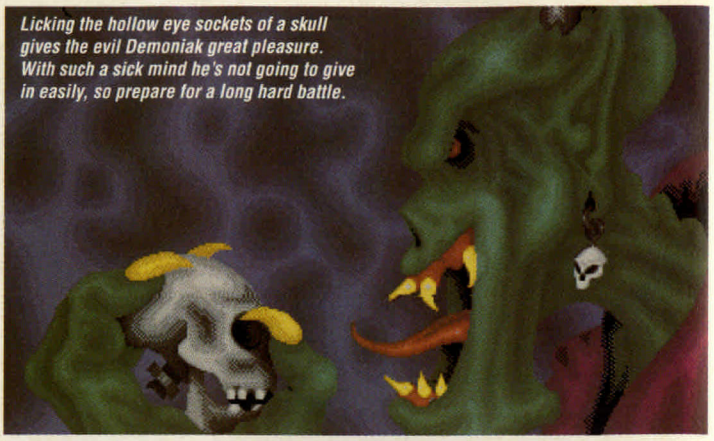
22 HILL STREET BLUES

23 GOLD OF THE AMERICAS

STRATEGY

(Right) At the beginning of a game all the police cars are parked behind HQ. Leaving them there won't solve any crimes, so it's best to get them on routine patrols until a crime is committed.

Demoniak and his followers have finally launched an attack on Earth through the gateway. The only way to stop the attack it to seal of the gateway and stop his spaceships passing through.



Licking the hollow eye sockets of a skull gives the evil Demoniak great pleasure. With such a sick mind he's not going to give in easily, so prepare for a long hard battle.

Demoniak

ADVENTURE

The relatively peaceful planet of Earth is once again in danger. A Black Hole has prompted the construction of a massive gateway that connects Earth with a distant, evil universe.

This universe lives under the rules of the demented Demoniak, an evil anti-god. Whatever he wants, he gets, as nobody dare question his authority or has the guts and determination to bring him down.

However, Demoniak is still not satisfied. Like an addictive drug, he needs more. His thirst for blood remains strong and the voices that can be heard from a distance are his primary target.

Unfortunately, there does not appear to be any method known to mankind that's capable of destroying Demoniak and his followers. The only way to stop the immediate threat is to blow up the gateway.

THE AMIGA ACTION SUPER LEAGUE RECOMMENDED

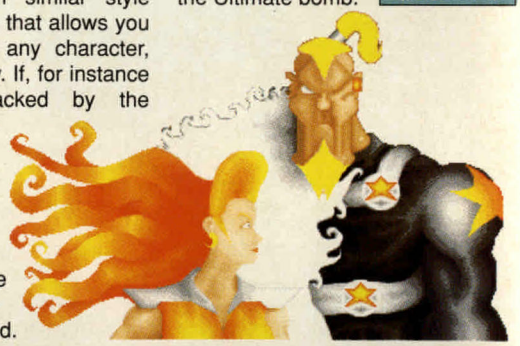
A crazy Doctor by the name of Cortex knows how to construct a bomb capable of destroying the Gateway. Four super heroes: Johnny Sirius, Kyra Flame, Madlock and Sondra Houdini have been summoned together by the doc and will be sent on mission to the planets Fundamenta and Freezyassov to find the components that will help to assemble such a bomb.

Demoniak is a text adventure, backed up by the occasional picture. The story line was written by Alan Grant, the man responsible for the excellent Judge Dredd and other famous super heroes. What sets it apart from similar style games is the facility that allows you to take control of any character, including the enemy. If, for instance you're being attacked by the enemy, you can become the attacker and influence him to pick on somebody else!

Another revolutionary feature is the creation of a complete game world. Rather than having you follow a particular story and overcome puzzles as you encounter them, Demoniak is continually updating. There may be a conversation or fight taking place on another planet while you're involved in something completely separate. This is illustrated by Sondra's ability to mindread. If you take control of her, you can look into the mind of another character. To allow this the screen is split down the middle with Sondra's thoughts on the left and the other character's actions on the right.

The game begins in Doctor Cortex's laboratory. From here the full mission is detailed by the doc, who then takes you aboard the Human Spaceship that will eventually transport you around the universe in search of the Ultimate bomb.

OVERALL SCORE 82%



ACTION INFO

DEMONIAK
PALACE £29.99
TEAM: A. GRANT & C. STANGROON

It's been a while since I've really enjoyed playing a text adventure, but Demoniak has made the wait worthwhile. The first thing to grab your attention are the excellent cartoon style graphics. Unfortunately, once the game has begun, the graphics take a back seat to text. What makes Demoniak so good is the innovative game system, which allows you to take control of any character! If you're a text adventure fan Demoniak could be just what you've been waiting for although the humour may not appeal to everyone.

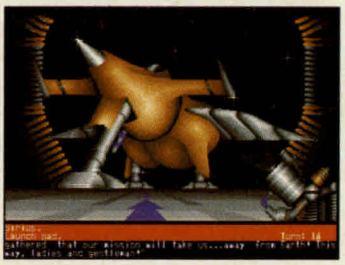
LEAGUE RATING

13 GUILD OF THIEVES
14 DEMONIAK
15 STATION FALL

ADVENTURE

Johnny Sirius

Kyra Flame



(Above) To move from planet to planet, you're going to need a reliable ship. Luckily, Doctor Cortex had already thought of this and has built a craft by the name of Proteus – The Living Spaceship!

Madlock

Sondra Houdini

(Right) This is Doctor Cortex. He is the only person in the Universe who knows which components to use, and how to construct the Ultimate bomb. Without his knowledge Earth would certainly be doomed.

MORE MEMORY PLEASE

I am just writing in to tell you how disappointed I am after just recently purchasing an Amiga 500 starter pack.

For the first few days I simply used it to play games and didn't use any serious software. A few days later I tried out Kindwords and Fusion Paint. After using the software for some time, I realised that in Fusion Paint I am limited to 32 colours and that I cannot save large pieces of artwork. With Kindwords I also discovered that I cannot use the dictionary or thesaurus disks.

To get the most out of this software I've been told the only way to solve the problem is to purchase a memory expansion board. It will take me ages to save up for such a board. Why do software companies do this?

Darren Whitby,
Victoria, Australia

Companies don't purposely write software that can only run on machines with more than 500k. Paint packages such as Fusion Paint use the majority of the A500's memory for the main program, so the memory available for graphics is seriously limited. You must also remember that the more colours you have on screen the more memory is used, so until you've got an upgrade you may be best sticking to 16 colours.

We do advise you to get hold of an expansion board, as there has recently been an increase in games that will only run on one meg. Also, Commodore have just announced that until the end of June, the new Screen Gems pack will include a one meg upgrade.

PASSION WITH PACMAN

First of all I would like to congratulate you and the rest of the team on your brilliant magazine. I've only had my Amiga since Christmas and your magazine has been a great help in picking out games.

My long suffering wife has had no interest in computing, that is until we went to Blackpool where she had a passion for Pac Man and Pac Mania. Are any of these games available for the Amiga and if so, where could I get them from?

Also could you tell me if there are any cricket games available for the Amiga 500 and which do you recommend?

A. Sims, London

The official conversion of Pac Mania was released around three years ago by Grandslam. However, it's very unlikely that they still produce the game as they've recently had some financial difficulties. I recommend that you look through some mail order advertisements in the hope that someone still has the product in stock. Otherwise one of our readers maybe able to help you out.

Strangely enough there's a definite shortage of cricket games on the Amiga, although one by the name of Cricket Captain has just been released by D and H Games, who can be contacted on (0462) 816103.

SIMPLE SOLUTION

Normally I am not one to put pen to paper in complaint against any computer magazine.

I have just received my latest game from the computer club, Operation Stealth. There I was eagerly opening the package and finding all the usual stuff, like reference manual, instructions and of course the disk.

Also in the box was a miniature taster of Amiga Action. Instead of starting to play the play game I decided to look through the magazine. Imagine to my horror on page 25 was the complete solution to my new game.

This has put me off playing the game as I could now probably complete it in a matter of hours intstead of getting months of enjoyment out of it as I had hoped.

As I am unemployed I cannot afford to buy a lot of games at £25 each, so could you avoid putting game solutions in taster mags in future.

James Allan,
Glasgow

This point was raised some time ago by somebody who had bought the full magazine. When we print game solutions we do not force you to read them. Most readers do find the tips incredibly useful as it allows them to see the later stages of a game. If you feel you can complete the game without help, then fine, don't read the tips.

A SAD ENDING

In the last month my brother and I have spent many hours overcoming the challenges of three excellent Amiga games: The Immortal, Wings and just recently, Prince of Persia. None of the games is easy and all require a great deal of commitment to finish the quest.

The unfortunate part is the lack of any decent finale. Wings, for example takes many hours to complete and at the end, the pay-off is pathetic. The concluding screens give no sense of satisfaction whatsoever. If only the creators would put as much effort into the finale as they put into the intro.

Angus and Owen Davies, Surrey

Thanks for your comments lads, I must say I do agree with the points you make. Unfortunately, the finales do seem to be an after thought, probably due to the development teams in question having to rush the product out of the door. However, it appears that things may soon change. It's rumoured that Psygnosis are to begin to develop *outros* in the same mould as their critically acclaimed intros. We wait with bated breath.

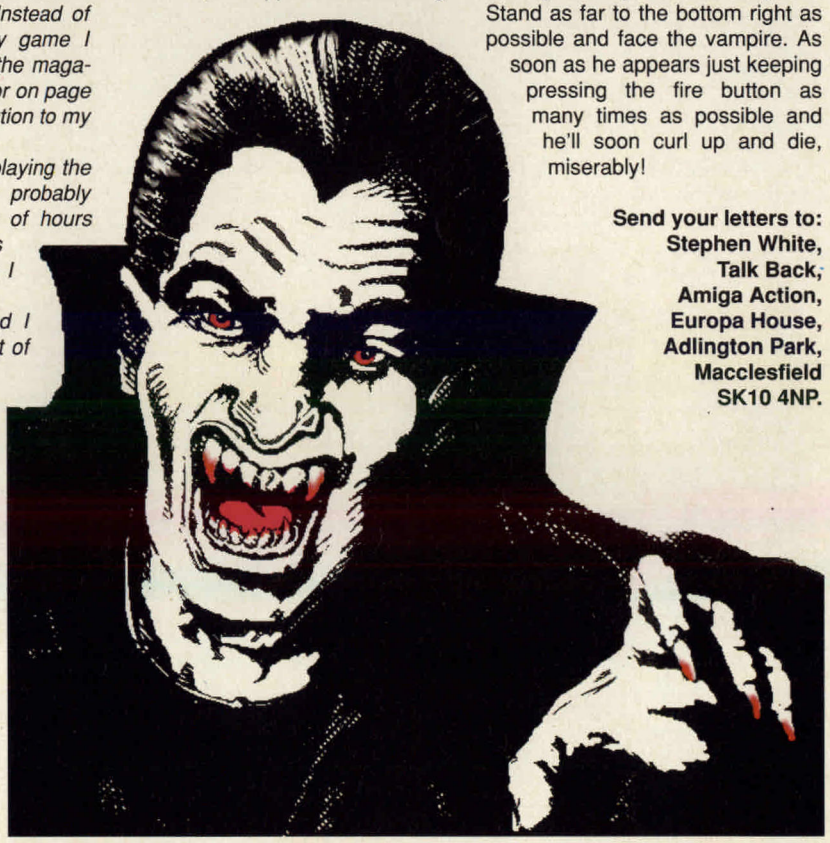
RAINBOW WARRIOR

I don't know if I'm writing to the right person but I'm getting really naffed off and frustrated with a certain game called Rainbow Islands. Ithough i find the game totally brilliant, I cannot seem to get passed the guardian at the end of level three.

I'm convinced there's a problem with my copy of the game. Do you know of such a problem. Is there an infinite life cheat to allow me to pass the flashing vampire.

R Theaker, Halifax

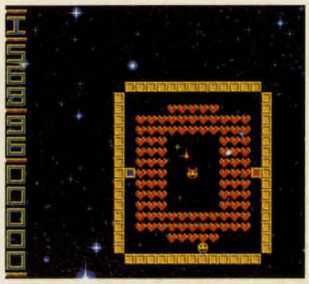
Considering this is not the only letter received on the subject this month, I've decided to put the record straight. There's certainly no fault with the program and once you know how to deal with it, it's probably the easiest guardian of all! To get rid of the vampire you'll need three fast rainbows, otherwise you may as well forget it. Stand as far to the bottom right as possible and face the vampire. As soon as he appears just keeping pressing the fire button as many times as possible and he'll soon curl up and die, miserably!



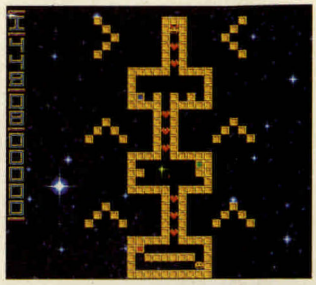
Send your letters to:
Stephen White,
Talk Back,
Amiga Action,
Europa House,
Adlington Park,
Macclesfield
SK10 4NP.

Talk Back

This is where it all begins. Level one is dead easy as there are plenty of corners and obstacles to stop our cuddly friend. However the levels do get harder and Mini plays increasingly harder to get.



Moving into tactical mode will display the whole level on the screen at once by shrinking the graphics. This does make the game a lot easier to play, if you've got a magnifying glass!



This is level 16 and as you can see the screens are beginning to look a rather more complex. You'll need to do some advance planning or you may destroy a vital helping stone or miss a love heart.

The Power

PUZZLE AND QUIZ

Max and Mini are madly in love with each other. Unfortunately, a cruel twist of fate has parted them. They are so close, yet so far apart and only you have the power to put them back together in each other's arms.

The aim of the game is to guide Max around a maze and collect the love hearts. Only when you have collected all the hearts can Max make contact with his beloved Mini.

Of course it's not that simple. Max is not too intelligent and once you move him in a specified direction, he'll continue to move until he hits an obstacle. This makes life extremely difficult as Mini and the hearts usually sit in the middle of nowhere, and there's nothing to stop you bypassing them.

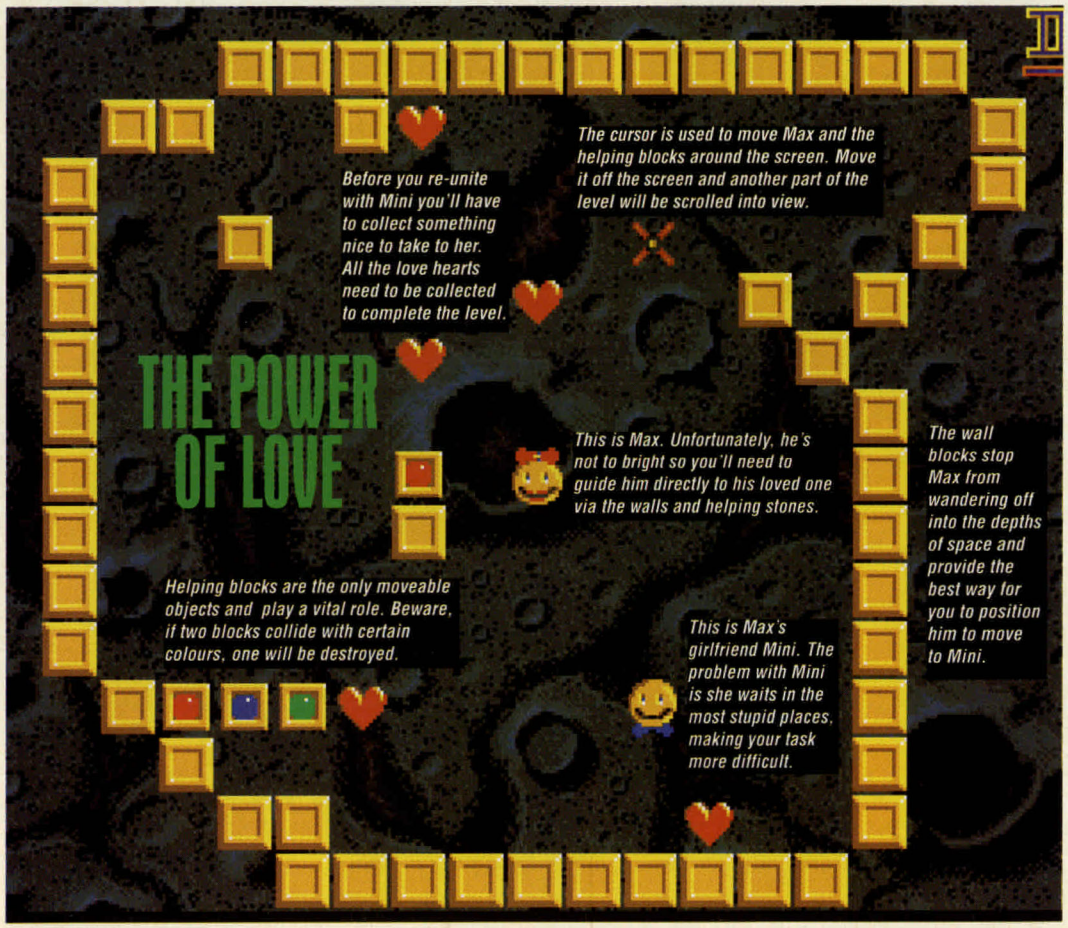
However, as the levels get more complex, you do get to use the helping stones which are conveniently scattered around and these act as obstacles to stop Max. The stones are in three different colours: red, green and blue. They are moved around the screen in the same manner as Max, so they only stop when they encounter an obstacle.

The stones do have a major weakness. Moving a red into a green destroys the green, a green into a blue destroys the blue and a blue moved into a red destroys the red. This means that you have to be extremely careful when moving the stones around as destroying one could make the level impossible to complete.

You control a cursor moved by either joystick, keyboard or mouse. To move Max you must click on him and push in the direction required. The playing area is surrounded by a wall which keeps Max and the stones inside. If the level is greater than the size of the screen, the rest of the area will scroll on to the screen when the cursor is moved in that direction.

In tactical mode the graphics are shrunk and the whole screen is displayed on the screen, making life a little easier.

On completing a level you're given a password that allows you to skip levels. If you get bored or manage to complete the 100 levels, a full level designer is also included, so it's up to you to make life easier for our sex starved couple.

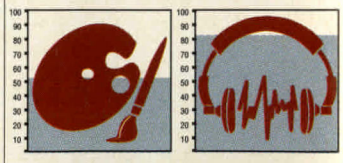


ACTION INFO

THE POWER

DEMONWARE £24.99

TEAM: JOHANNES LIPP



After hearing the excellent rendition of The Power by Snap I thought this was going to be something rather special. My hopes were soon dashed. After negotiating the awkward menu system I realised that underneath the gloss and the sound was a very simple puzzle style game. The graphics are extremely basic and not very cute for this type of genre, apart from the pretty scrolling backdrops, which unfortunately, play no part except to give you a serious headache. On the plus side, it is fairly addictive to begin with and you'll certainly find the later levels a fair challenge.

LEAGUE RATING

24 BOULDERDASH

25 THE POWER

26 RA

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Late Kick Off

What with the ECTS this month we had quite a few games that didn't quite make it into the issue as full reviews due to the enormous number of games we already had. Most of them should be given a full review in next month's mag so don't forget to check them out. Until then here's a quick butcher's at them and what we thought were some of their good and bad points (Home and Away).

I PLAY 3-D SOCCER
SIMULMONDO — £24.99

Soccer games come and go, each making a slight impression on the market, and then most of them disappearing from sight never to be seen again. Without a doubt probably the best football sim was Kick-Off by Anco, which is still waiting to be beaten – if that is possible.

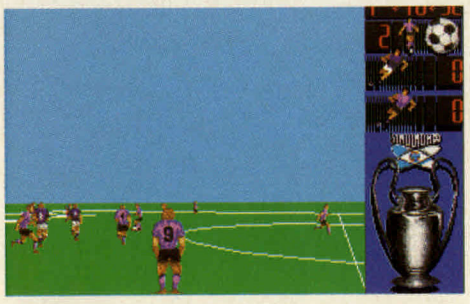
But Simulmondo have come up with an idea that may just work. Instead of taking control of any member in your team as soon as he gets possession of the ball you simply control just one player, thus creating the real experience of not being able to influence the action of your team mates. You can be any member of the team, it's up to you. But can you play well enough, or will you let the side down?

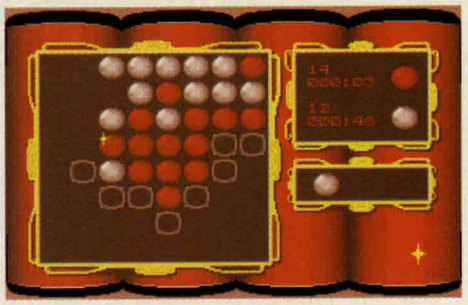
HOME

- **Smashing signature tune**
- **Good graphics that update well**
- **Popular sport, appeals to most**

AWAY

- **Pretty hard to get the hang of**
- **No league or cup options**





OTHELLO KILLER
UBISOFT — £19.99

Invented during the second half of the 19th century, Othello has become a very popular game. Although it does not appeal to everyone the game has quite a following and in Japan alone it is played by over 20 million people. The game's popularity was soon recognised and in the early 80s a national federation decided to organise tournaments to discover who were the best players.

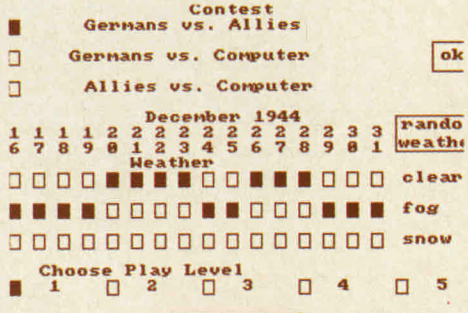
The game is very deceptive and although a person can learn the rules within a minute it takes a long time to master. Othello is definitely one for the thinking person.

HOME:

- **A very addictive game**
- **Good sampled sound effects**

AWAY:

- **Will not appeal to arcade fans**
- **Awful speech samples**



BLITZKRIEG
STORM COMPUTERS — £30.64

Since sun rise German tanks have been pushing across the Allied lines at points over a 60 mile front from the River Roer to Luxembourg. Things look bleak and it's going to take some clever planning to counteract the forces that have already made it across the line into several of the villages close to the border.

This is your chance to prove your worth as a commander of the Allied forces during a crucial sequence of events that affected the outcome of World War II.

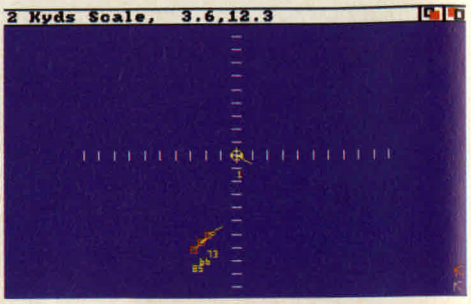
Can you hold off the Germans with your forces or will it be a turn for the worse in the War?

HOME:

- **Extremely in-depth game**

AWAY:

- **Requires a meg of memory**
- **Only for strategy fans**



ACTION STATIONS
STORM COMPUTERS — £30.64

At first Action Stations appears to be a strategy game similar to what you would expect from SSI, but is quite different. Instead, it is a combat modelling system – a program that allows you to generate your own battle scenarios.

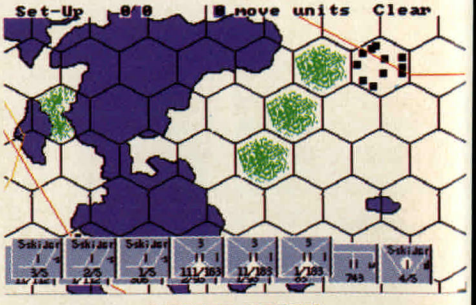
The game incorporates a huge database which includes the U.S. Naval War College *Fire Effect System* from 1922-1945, giving computer statistics on over 180 ship/unit classes. Build your own battles, or play any of the 30 ready-made scenarios included.

HOME:

- **Extremely in-depth game**
- **Huge amount of technical info**

AWAY:

- **Requires one meg of memory**
- **Only appeal to strategy fans**



WHITE DEATH
STORM COMPUTERS — £30.64

The Russian Front, winter 1942. As the German Sixth Army slowly starves in the devastated city of Stalingrad, the Soviets have launched a second onslaught against the Wehrmacht.

In a radio broadcast from Moscow the Russians have announced their objective. Namely, to encircle and destroy a German garrison entrenched at a vital rail junction. The mission will be led by Lieutenant General Perkayev and his Third Shock Army.

White Death is adapted from the GDW board game of the same name, which won the Game Designers' Guild Award and F & M's

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Best Operational Game Award in the year in which it was released, .

The game is a good attempt to sidestep the tedium that is normally part and parcel of a well designed historical simulation by getting the computer to do most of the work and all the calculations.

HOME:
- **Extremely in-depth game**
- **Remarkably user friendly**

AWAY:
- **Requires one meg of memory**
- **Only for the strategy buffs**

ENCOUNTER
NOVAGEN — £20.42

Encounter made its debut on the C64 over well over five years ago to world-wide acclaim. Since then Paul Woakes the author has produced a number of other smash hits that have appealed to many, with most of these appearing on the Amiga. But now Paul has now decided to treat the Amiga audience with his first spectacular product, and bring the memories flooding back to the many veteran Amiga owners.

With amazing update on the graphics the game is a fast and frustrating shoot'em-up that should keep you on the edge of your seat. Although we mentioned it in the news the game arrived just at the last second (yes, the very last one).

HOME
- **Quite addictive at first**
- **Good update on the graphics**

AWAY
- **Poor 8-bit style sound/graphics**
- **Soon gets tedious**

HUNTER
ACTIVISION — £24.95

What with Gauntlet III and Encounter things seem to be going all 3-D in this month's Late Kick Off. In Hunter you control a lone man as he wanders around a desolate island in search of a way off. There are a few small huts on the island and all will have to be explored if you are to escape.

Armed with only a gun at the start for protection you will soon find that quite often gets put to use (especially for shooting the defenceless seagulls). Hunter seems to be very promising and should be reviewed shortly.

HOME:
- **Outstanding graphics**
- **Good arcade adventure game**

AWAY:
- **None**

GAUNTLET III
US GOLD — £24.99

Gauntlet hit the arcades about five years ago and was the first game to give the option of four-player action at the same time. You and three friends could take part in a marvellous dungeon dash, fighting countless monsters along the way. It was soon followed by other multiplayer games, but none quite made the impact as this original.

Now Gauntlet III tries to offer you that little bit more in the way of viewing the game. Thanks to US Gold it has now been tilted to offer a 3-D play area – but will it work?

HOME
- **Great multiplayer action**

AWAY
- **3D angle doesn't seem to work too well**

R-TYPE II
ACTIVISION — £24.95

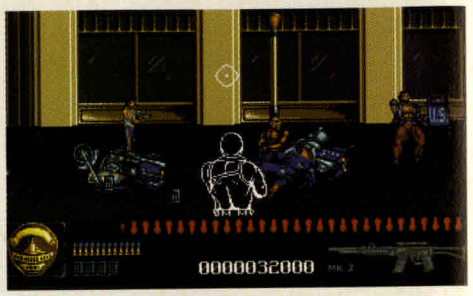
R-Type was probably one of the biggest titles to be released by Activision in their hey day, and since then many people have tried to copy and top that super game – unfortunately most of them failed. Now R-Type II is here and hopefully it is going to be just as good as the original, or is it going to be yet another game that can't compete with its predecessor's success.

Of course, the usual extra weapons are included and the ones that I saw were virtually the same as the ones in the previous game, However, seems to be a problem with most shoot'em-ups nowadays.

Again the game is a horizontal shoot'em-up, for up to two players, hopefully simultaneously. Shoot'em-up fans should keep their eyes out for the review on this one.

HOME:
- **Quite good gameplay**
- **Nice music and FX**

AWAY:
- **Poor graphics**
- **Very similar to the first R-Type**



PREDATOR II
MIRRORSOFT — £25.99

The Predator is back, and this time it's war. The year is 1995, and in the city of L.A. a violent struggle between the Columbian and Jamaican drug barons has erupted. You are the cop stuck in the middle of all this mess who's got the job of sorting it all out. But among all this confusion seemingly motiveless murders have been committed, ones no human could possibly be responsible for!

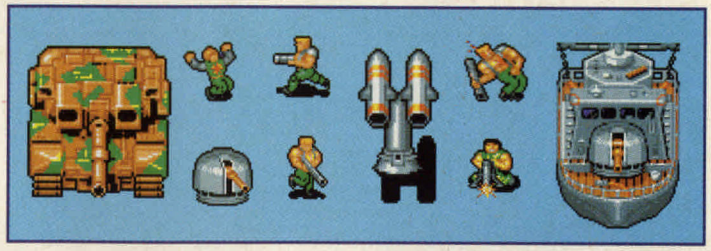
In true Operation Wolf style you must play the part of Harrigan, the cop who has sort out the problems in L.A. By blasting the hell out of any bad guys that just happen to poke their heads up, but watch out for the innocent civilians or you couls end up having your badge taken away. Can you sort out the Predator, or will the city of L.A. be torn apart with its inhabitants as well?

HOME:
- **Good arcade action**
- **A must for Operation Wolf fans**

AWAY:
- **Quite difficult**
- **Becomes a bit repetitive**

PROJECT INSPECTION

Warzone



Core Design used to be a development team, but those days have long gone. Building on the success of games such as Rick Dangerous, they decided to set up their own independent label. Since the move we've been treated to some excellent games including Corporation, Car-Vup and Chuck Rock.

Their latest release, Warzone, is very similar in many ways to the old classics Commando and Ikari Warriors. If you've walked around with your head in a bag for the last few years and never seen either game, the general idea is to progress up a vertically scrolling landscape, as either a single player or with a partner, and destroy all the marauding soldiers and artillery that are out to stop you.

However, Core have taken the basic design, souped up the graphics and added several new features. The first major enhancement is the addition of several new weapons. Each one can be found in an abandoned crate left by the enemy and they can range from a single shot gun to a heat-seeking missile.

Throughout the levels you'll be required to rescue several hostages who are chained to posts. You must approach them with caution though, as firing at them will prove fatal.

To complete the game you'll have to battle through eight individual levels. Once you reach the end of the level a large guardian moves in to halt your progress.

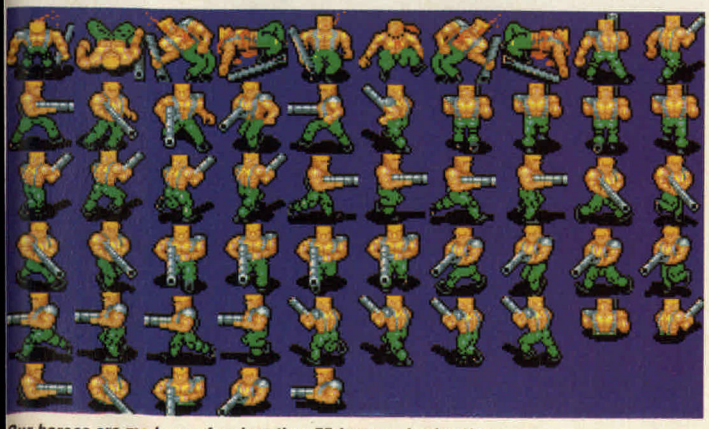
Following a recent visit to Core, we can safely say their ideas and early demos of forthcoming releases certainly look promising. Hopefully, we'll have more solid news soon and a full review of Warzone next month.

An armoured helicopter stops you progressing any further. The only way past is to blast it several times and avoid the homing-in missiles.

You've managed to grill an oncoming soldier with a flame thrower. But there's no way in which to avoid the advancing missile.

The enemy don't do anything by halves. You'll need to hit that multi-tube rocket launcher several times to destroy it.

Probably the most powerful weapon you can obtain is the heat seeking rocket launcher. The rockets home in on the nearest enemy.



Our heroes are made up of no less than 55 frames of animation.

ACTION INFO

WARZONE

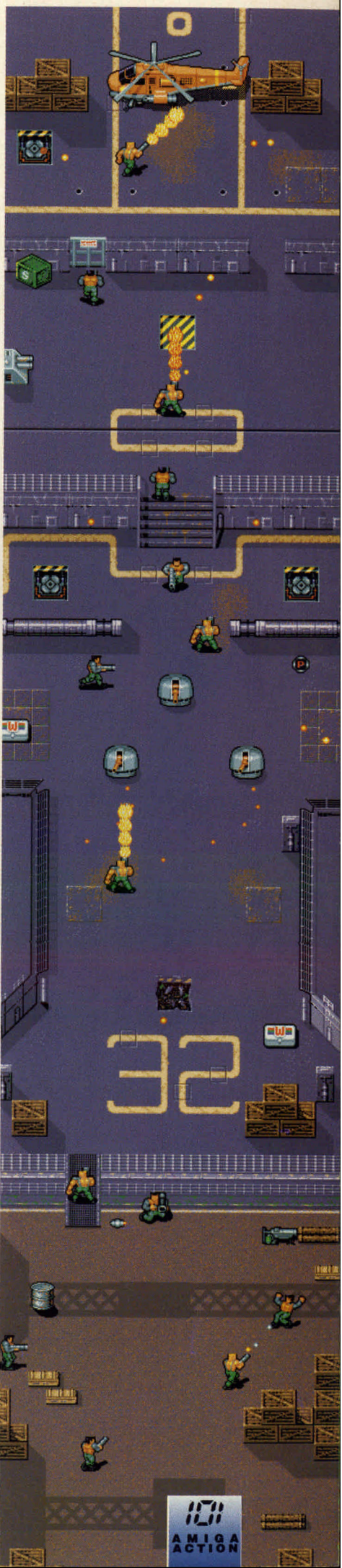
CORE DESIGN £25.99

TEAM: J. KIRKLAND & T. LLOYD

When we saw Warzone for the first time our initial impression was that it was too similar to the likes of Commando and Ikari Warriors.

Thankfully, as the game progresses the graphics and enhancements ensure that it stands out from the two games it's bound to be compared with. The graphics are well drawn and the animation is smooth, as is the vertical scrolling.

From what we've seen of the game so far, it certainly looks as though Core have produced an absolute winner. Hopefully they'll continue to add many more interesting features that will further improve the gameplay.



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"Is it real or is it Master Sound?"
– Amiga Computing, May 1990

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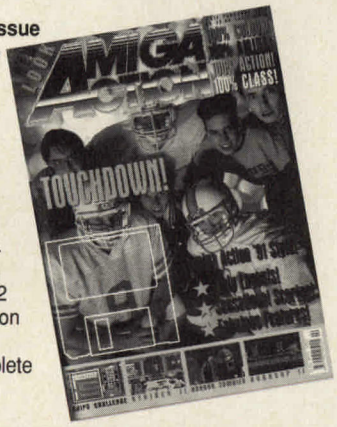

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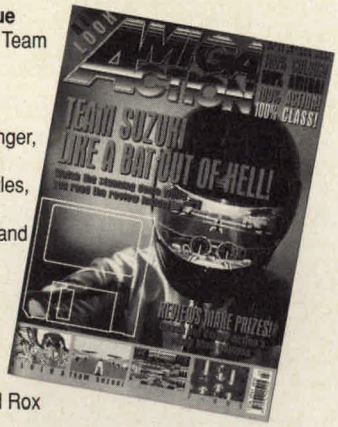

April 1991 issue
Reviews: Chaos Strikes Back, Chuck Rock, Flight of the Intruder, Lemmings, MUDS, Pro Tennis 2, Zarathrusta, Star Control, Hard Drivin' II, Escape from Colditz and more.
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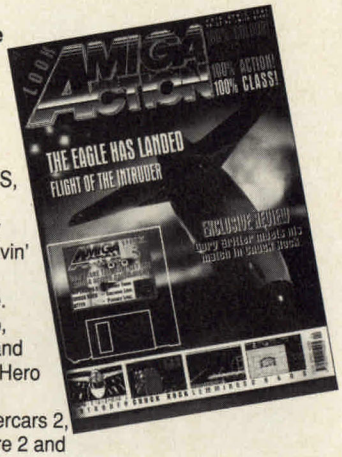

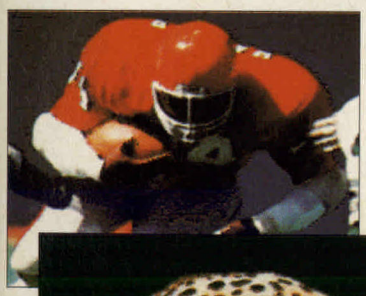

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AND FINALLY...

WOULD YOU BELIEVE IT, I'VE WON A COMPO !

At last, Amiga Action can now present the eager public with the results of major and review compos. Those winners mentioned will be contacted as soon as possible either by us or the software house involved. Here goes:

IT'S ABOUT TIME I HAD A NEW JACKET

(January 91 Issue 16)

And the winners are...

Trevor Cobbe from Leicester
Richard Walter from West Midlands

Both will receive an official Toyota Rally ski jacket courtesy of Toyota and Gremlin Graphics.

ELVIRA COMPO

(March 91 issue 18)

John Archer of Warwickshire wins a copy of Accolade's Elvira, Mistress of the Dark for his naming of Elvira's best assetts. Unfortunately we can't print the answer due to certain complications! Well done, John.

FROLICS WITH OBITUS

(March 91 issue 18)

Another result from one of Amiga Action's review mini-compos and this time refering to Obitus from Psygnosis.

A copy of the game goes to Thomas Seddon from Manchester as his was the first correct answer pulled from Doug's trousers. Congratulations.

TEAM SUZUKI? PAH! I KNOW THEM ALL

(March 91 issue 18)

This is probably the one you have all been waiting for and we don't blame you. The two lucky winners of this compo will be treated to an all expenses paid trip to the British Motorcycle Grand Prix to be held at Donnington Park on 4th August 91. Drum roll, please.

Daniel Willis from Portsmouth and M. Herron from Newcastle-Upon-Tyne are the oh-so lucky winners of this splendiferous compo.

Gremlin Graphics who organised the competition will be in contact with you guys.

THE SUPER MONACOMPO

(March 91 Issue 18)

A great response to this one but we're afraid that only one person can stand victorious and that is B. P. Inder from Liverpool. A copy of US Gold's Super Monaco GP will be with you soon.

GET YOUR ROX OFF COMPO

(March 91 issue 18)

Well, well, well! What a lot of entries we had for this little compo and so many of you cheated you naughty people.

The game time only goes up to 99 so for all of you who somehow got over that Doug will be around later to flap you to death with his ears. Obviously, many of you own the Amiga Action Replay and a copy of Deluxe Paint. Nice try but you just can't fool us. The genuine winners are:

Jem Pearson from Herefordshire, Lewis Wilty of Middlesex, Peter Davidson from W. Sussex, Jim Lacer from Humberside and Phil Morris from Hull.

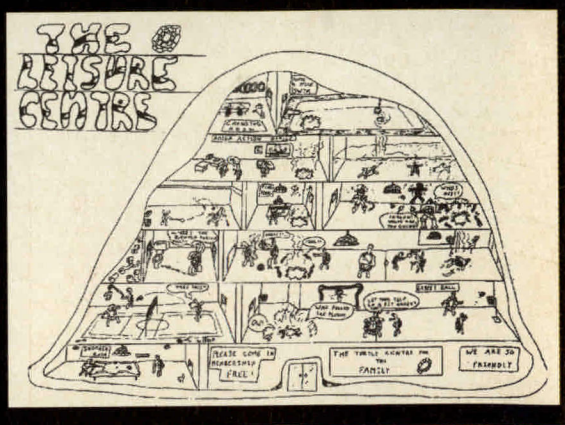
Each of the lucky winners will receive a copy of Team Suzuki and Supercars II courtesy of those nice people at Gremlin.

[illegible] A HALF-SHELL COMPO

(March 91 issue 18)

There were so many entries to this compo that there was hardly any room in the building to choose the winners. But we persevered and can now proudly present the three winners of a copy each of Teenage Mutant Heroe Turtles from Mirrorsoft:

Calum Dewar from Warwickshire, Jaimie Dimond from Essex and Auburn Hodgson Setlogelo from Cleveland. Well done fellas. We thought that we would print this compo's winning entries for you all to see. Enjoy the game, lads!



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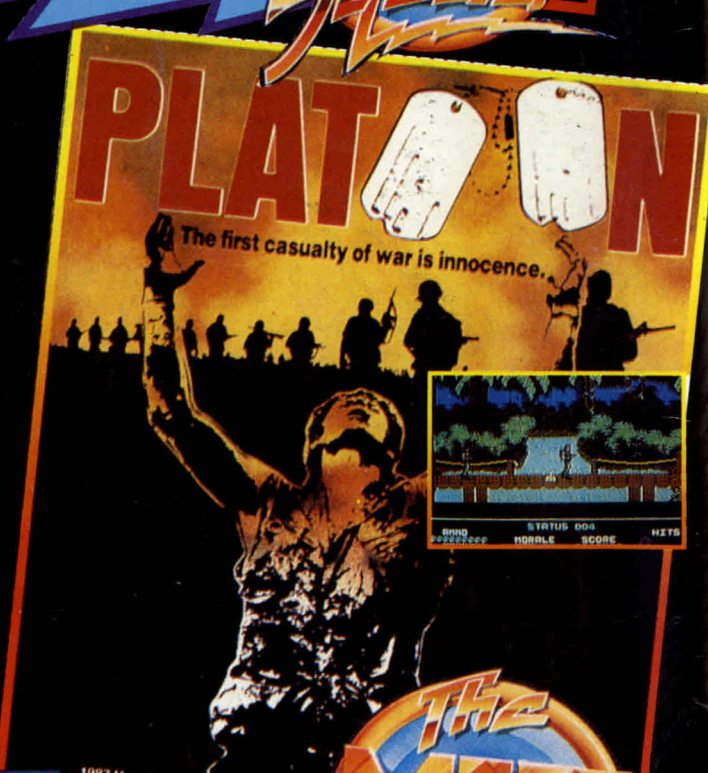

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